

ISSUE NO.
238
DECEMBER



GAME TRADE MAGAZINE

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- JUSTICE LIKE LIGHTNING! CHECK OUT OUR *EXCLUSIVE* PREVIEWS FROM WIZKIDS' UPCOMING RELEASE OF *MARVEL HEROCLIX: CAPTAIN AMERICA AND THE AVENGERS*!
- THE OP'S MICHELLE QUILLEN SITS DOWN WITH PROLIFIC DESIGNER-EXTRAORDINAIRE ELISA TEAGUE TO DISCUSS THE MAGIC AND MYSTERY OF *TALISMAN: DISNEY KINGDOM HEARTS EDITION*!



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Marco Polo II

IN THE SERVICE OF THE KHAN

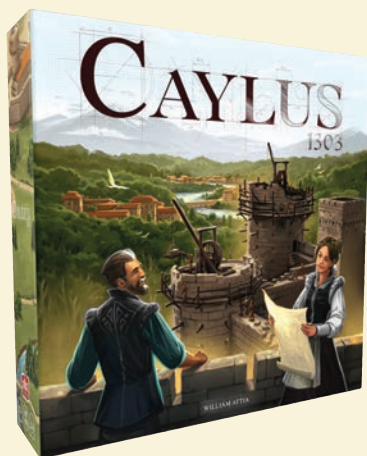
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Marco Polo II: In the Service of the Khan
ZH006 | \$69.99



COVER STORY



Caylus 1303

After 14 years, William Attia returns to France's southern realms with *Caylus 1303* — the follow-up to the original worker placement classic. As a master builder, construct and repair your castle in order to win the King's favor!

by Asmodee Editions

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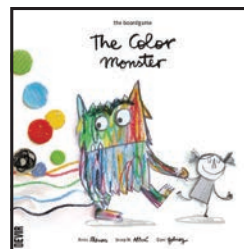
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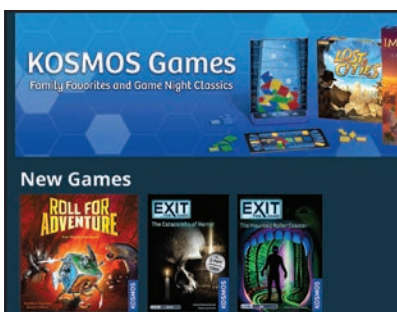
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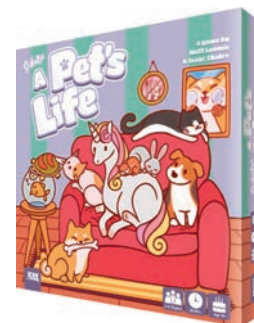


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Blood & Plunder

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Set during The Golden Age of Piracy

Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

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Y'all!

First off thanks to everyone for picking up the latest issue of GTM. I appreciate you for it, and not just because you're literally paying off my mortgage by doing it. Now that I think about it, since you are paying off my mortgage would it kill you to buy two copies? I need to remodel my kitchen.

So assuming you're reading both your new copies at once, let's start talking about what we've got cooking in this issue. For our cover story, award-winning game designer William Attia takes us back to the world of *Caylus* with its long awaited sequel, *Caylus 1303*. Personally I'd have called it *Caylus 2: Electric Boogaloo*, but you might start to get an idea of why I'm not allowed to make decisions.

If I may offer a bold prediction of the future, it's that comic book properties will be mildly hot. I hear they're even making a movie! So be sure to check out WizKids' Feature on their new *Marvel HeroClix: Captain America and The Avengers Boosters* and *Fast Forces* packs. Don't miss The OP's and Games Workshop's collaboration for *Disney Kingdom Hearts Talisman*, and not just because I worked hard on the layout but also because the game looks dope.

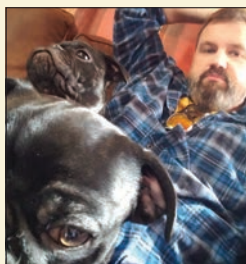
Look down at the bottom of this page. See that? Buddy, we've got more *Dork Tower* where that came from, as we have a GTM Exclusive interview with John Kovalic on the long awaited return of the whole crew with *Dork Tower X: The Tao of Igor* from Dork Storm Press. Not to toot our own horns, but we have a bit of a celebrity running the interview. We are cool and important people like us.

We have not one, but two holiday gift guides from both Pandasaurus Games and Renegade Game Studios. Don't sleep on any of their titles, folks. Thames and Kosmos debuts their new app. Dynamite Entertainment talks about their new *Red Sonja: Hyrkania's* Legacy release. Sandy Petersen lays down the rules for playing his new *Ghoul Island*. King of Gate Keeper Games' John Wrot! talks about his passionate commitment to quality and previews his new dice tower on page 74, while Matt Loomis and Isaac Shalev take you behind the scenes in a Designer Diary on IDW's *Seikatsu: A Pet's Life*. Plus we preview new games from WizKids with their *Ethin: Two Against the World* and check back in on Ares Games' *This War of Mine* with their new expansion, *Days of the Siege*. Plus so much more!

I'll be honest, with an issue this good it's a good thing you picked up two copies. In fact, to be safe, you'd better go back and pick up a third.

MATT

[Actual Editor's Note]: From our home to yours, our warmest wishes for a safe and happy holiday season to you all. **Game on!**



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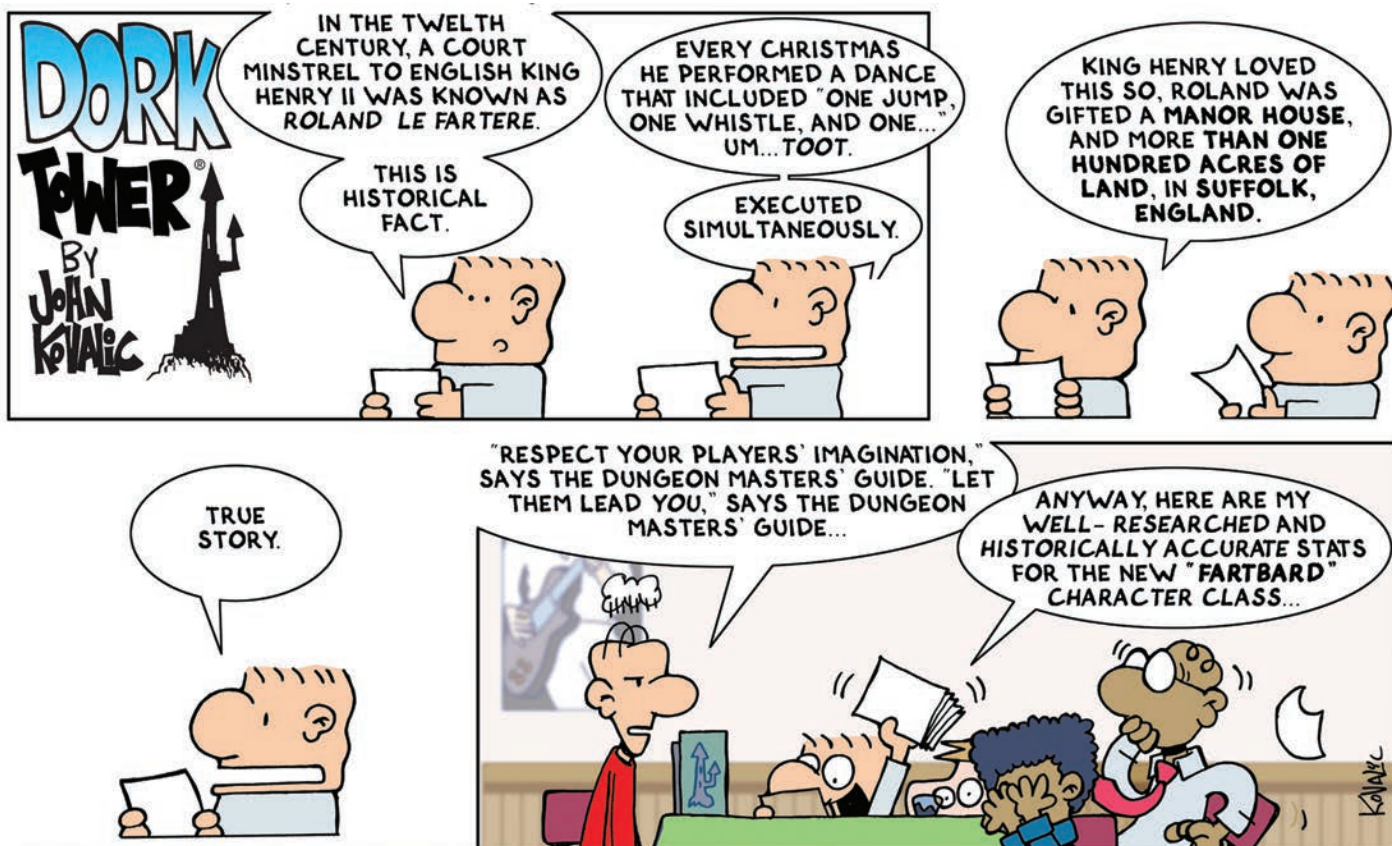
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

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SPOTLIGHT ON

GTM
GAME TRADE MAGAZINE #240
GTM contains articles on gaming, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 240... \$3.99

ADAM'S APPLE GAMES

SWORDCRAFTERS: EXPANDED
The enemies are growing stronger and the King has called you to craft an enhanced sword of protection using Sword Rules, Sword Mastery, and Sword Tips. Contains three modules to use and teach with these Swordcrafters for amazing replay value.
AAG 1321... \$20.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

TINY TOWNS: FORTUNE
In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces a new game, along with new buildings, featuring new shape combinations and abilities. The buildings you use and interact with your coins in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!
AEG 7072... \$29.99

ANVIL & GAMES

ETHERIUM: THE ROLEPLAYING GAME
The Etherium Roleplaying Game opens Anvil & Games' miniature, slashy genre to a whole new virtual frontier with a full release you can use to enter the Etherium Nexus as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Etherium digital metaverse. Your body may be trapped in a simulation, but playing the Etherium Roleplaying Game will transport your character to a brilliant new digital dimension. Scheduled to ship in December 2019.
ABG ARPG00... \$50.00

ARCANE TIMMEN

DRAGON SHIELDS: (100)
Scheduled to ship in January 2020.

BRUSHED ART SLEEVES - LANE THUNDERHOOF COAT OF ARMS
ATH 12042... \$12.49

BRUSHED ART SLEEVES - LANE THUNDERHOOF PORTRAIT
ATH 12044... \$12.49

BRUSHED ART SLEEVES - SATURN COAT OF ARMS
ATH 12038... \$12.49

MATTE ART SLEEVES - SATURN PORTRAIT
ATH 12034... \$12.49

ARC DREAM PUBLISHING

DELTA GREEN RPG: EX OBLIVION
The past is bloody, technology still lingers. Something evil has stirred in a tiny desert town. A grotesque crime down Delta Green to the haunted desert. Bodies have been brutally mutilated. Every word turned into the shrill wail of the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! THANDLER SEA TO THE SEA. Scheduled to ship in December 2019.
APU 8138... \$14.99

ARES GAMES

THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogroms and engage the occupying forces in the last desperate attempt to take over the city. During these intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will stretch every scenario and Campaign from the base game. Scheduled to ship in January 2020.
AGS ETHW03... \$49.90

THE ARMY PAINTER

SPOTLIGHT ON

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The best wet palette there is - superior quality and custom designed to keep your warpaints preserved perfectly smooth and creamy! The Wet Palette comes with 2 sheets of hydro foam and 20 hydro sheets. Special sewer layer design can hold up to 6 Warpaint brushes and 10 Hobby brushes from The Army Painter range.
TAP TL5051... \$24.99

ASMODEE EDITIONS

FEATURED ITEM

15 MEN
In 15 Men (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.
ASM PG505... \$29.99

FEATURED ITEM

7 WONDERS: WONDER PACK EXPANSION
The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Monks of Pi.
ASM SEV14... \$14.99

FEATURED ITEM

BABY IQ
Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.
ASM HEB918... \$19.99

FEATURED ITEM

BANDIDO
A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.
ASM HEB908... \$12.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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CAYLUS

1303

Caylus 1303 Returning to the Castle

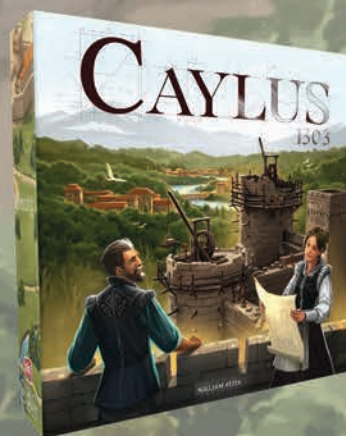
CAYL01 | \$59.99 | Available 1st Quarter 2020

In 2005, designer William Attia created one of the most elegant games of the past 50 years. Set in 1289, King Philip the Fair of France wanted to strengthen his borders in the south. The English had been eyeing the small, defenseless village of *Caylus* for too long. Soon it would turn into a thriving construction site, with master builders from across the country rushing to join in the planning of an all-new castle. Would it hold up against the advancement of the English, or fall to their villainous hands? Only time would tell.

Flash forward 14 years (in both game time and real time) to 2019, and Attia is set to release *Caylus 1303*, the follow-up to his worker placement classic. The war against England has come and gone, and while the castle of *Caylus* still stands, it's perilously close to the enemy's border and requires reinforcement. That's where you come in.

In *Caylus 1303*, you take on the role of a master builder working to construct and repair the castle while winning the king's favor. Fans of the original game will find a lot in common in this latest version; the rules are streamlined while keeping the rich strategic decision-making of the previous version. They've also added some new and exciting Characters, each with the power to break the rules.

You play the game over a series of nine rounds, where you are responsible for providing the building site with materials, food, and the workforce. You earn Prestige Points for developing the city and assisting in the construction of the castle. As the game continues, you have more and more places to send your workers, allowing for more dynamic turns and bigger payoffs.



When *Caylus 1303* begins, the village needs significant work. You are dealt one Character card randomly, and three are added face up to the Construction Site on the board. One starting building is also added to the Construction Site, as well as a randomly chosen Wood and Stone building. When you earn a Favor from the king, you can claim one of the remaining Characters and take the power of one of the three buildings in the Construction Site. This can mean accessing powerful abilities much earlier in the game.

Continuing the set-up, eight starting buildings are laid out randomly on the road leading to the castle. Additionally, one Wood and one Stone building are added to the road. These buildings represent places you can send your workers to get a benefit. For example, going to the Farm will earn you a food resource, and going to the Quarry will give you stone.

In turn order, you send out your workers one at a time during the Planning phase. No two workers can be on the same spot, so turn order is essential, especially early in the game. Aside from the buildings along the road, you can also send workers to the Construction Site. Here is where you'll be able to make contributions to the castle and get on the good side of the king.

Once everyone has passed, the Activation phase begins. You can start to mess with the plans of other players in this phase. There is an emissary of the king, the Provost, that makes his way up and down the road, surveying the work that's being done for his majesty. In the order you passed, you have the option of spending 0-3 workers to move him forward or backward on the road. This is important because only the buildings the Provost has passed are activated. There can be a lot of wheeling and dealing to ensure the building you invested in pays off. Once the Provost has been resolved, all the buildings passed activate in order along the road, earning you payoffs in resources, workers, or the ability to construct new buildings.

In the third phase, you can deliver goods at the construction site of the castle. You earn five Prestige Points for each bundle of goods you deliver at the castle. A bundle must contain three different resources, one of which must be food. The workers have to eat! If you delivered the most bundles in a round, you earn a Favor from the king.

The final phase of each round is the Stewardship. If you claimed a starting building, it flips to its Residence side. A Residence building you control can be replaced with a Monument. These buildings can be worth big points but can also be expensive. Then, you get a fresh supply of workers and various bonuses depending on the buildings you own. Play continues to the next round, and the game ends after the ninth.

One of the coolest elements of *Caylus 1303* is the previously mentioned Characters. Some, like the Architect or the Foreman, earn you extra Prestige Points for constructing buildings or parts of the castle. Others like the Early Riser, the Night Worker, or the Journeyman bend the rules of worker placement. They allow you to sneak in a placement before the first player, place on a building that already has a worker on it, or avoid paying extra workers after players have passed. The Bailiff gives you an extra movement for the Provost. The Day Laborer earns you additional workers. And the Thief blocks opponent's from gaining Prestige Points when people place on their buildings.

There are 12 Characters in total, so each game results in a different combination. When you earn Favors from the king for taking various actions, you either steal a Character from another player or choose one of three put aside at the start of the game. Having one or more Characters gives you a serious advantage in the game.

It has been 14 years since we sent out workers in the original *Caylus*. William Attia has not wasted that time. He has created another worker placement classic with *Caylus 1303* from Space Cowboys. Available at your FLGS in early 2020.



MARVEL

CAPTAIN AMERICA AND THE AVENGERS

WIZKIDS

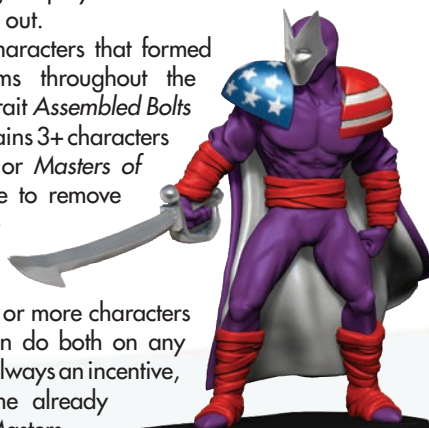
HEROCLIX

MARVEL HEROCLIX: CAPTAIN AMERICA AND THE AVENGERS BOOSTER BRICK

WZK 73971 \$129.90 | Available February 2020!

When you think of *Captain America and the Avengers*, the first thing that likely springs to mind is the star-spangled superhero shouting "Avengers Assemble!" to rally his fellow Avengers to fight the good fight. But what good is a team of heroes without a group of dastardly villains? In our newest release, *Marvel HeroClix Captain America and the Avengers*, we provide you with not only a full complement of Avengers characters, S.H.I.E.L.D. agents, and a few Asgardians, but also an entire new wave of A.I.M. agents, Dark Avengers, and most interestingly, Thunderbolts. With a long and storied history in the game of HeroClix, this new batch of Thunderbolts characters has some new gameplay mechanics and tweaks that are worth calling out.

First and foremost, the characters that formed the core Thunderbolts teams throughout the history of the title receive the trait *Assembled Bolts and Masters*. If your team contains 3+ characters with either the *Thunderbolts* or *Masters of Evil* keywords, you'll be able to remove action tokens from characters with this trait or add an action token to a hit character. And, if you have a team of 6 or more characters with these keywords, you can do both on any given turn! Theming a team is always an incentive, but with a trait like this, the already formidable Thunderbolts or Masters of Evil theme teams are even more advantageous to use!



CITIZEN V™
Thunderbolt, Villainous, Celebrity, Master of Evil

REAL NAME: HELMUT ZEMO

REVEAL MYSELF TO THE WORLD If Citizen V would be KO'd, instead replace him with #062 or #100 Baron Zemo on his last non-KO click, then roll a d6 and head that character equal to half the result. Protected: Pulse Wave.

ASSEMBLED BOLTS AND MASTERS Once per turn when Citizen V hits, after resolutions you may roll a d6. 88-100: If your force has 3+ friendly characters with the Masters of Evil or Thunderbolts keywords, remove an action token from Citizen V or give an action token to a hit target. If your force has 6+, do both.

MASTER SWORDSMAN Precision Strike. Blades/Claws/Fangs, but instead roll 2d6 and choose one as the result.

THE RETURN OF CITIZEN V (Change)

PARRY AND THRUST (Flurry)

NEVER WITHOUT MY SWORD (Blades/Claws/Fangs)

EXPERT HAND TO HAND COMBATANT (Combat Reflexes)

WELL-TRAINED (Willpower)

TACTICAL GENIUS (Outwit)

SIGNIFICANT APPEARANCE: INCREDIBLE HULK #449 (1997)

1	2	3	4	5	6	7	8	9	10
8	8	8	7	7	NO	NO	NO	NO	NO
10	10	10	10	10	NO	NO	NO	NO	NO
17	17	17	16	16	NO	NO	NO	NO	NO
12	2	2	2	2	NO	NO	NO	NO	NO

POINT VALUE: 50
HEROCLIX

There's a lot of characters being revamped this set with the Thunderbolts keyword, so let's take a look at a few. Up first, we've got an uncommon figure from the set that hasn't been seen since the

MARVEL HEROCLIX: CAPTAIN AMERICA AND THE AVENGERS FAST FORCES

WZK 73972 \$16.99 | Available February 2020!

first Avengers set back in 2007, *Citizen V*! The secret identity of the villain Baron Zemo, Citizen V is all about the close combat, with plenty of move and attack, blade attacks, and multiple attacks. He has a special trait called *Reveal Myself to the World* which increases his cost from 50 points to 75 points but allows you to replace a KO'd Citizen V figure with a Baron Zemo from this set, healing him of up to 1/2 a D6 of damage from his final click! This trait also protects him from Pulse Wave, making this a low cost, high impact figure for any good Thunderbolts team.

JOLT™
Thunderbolt, Speedster

REAL NAME: HALLIE TAKAHAMA

ASSEMBLED BOLTS AND MASTERS Once per turn when Jolt hits, after resolutions you may roll a d6. 88-100: If your force has 3+ friendly characters with the Masters of Evil or Thunderbolts keywords, remove an action token from Jolt or give an action token to a hit target. If your force has 6+, do both.

HYPERKINETIC AGILITY AND BIOELECTRIC MANIPULATION When Jolt moves 1+ squares and hits 1+ characters, after resolutions give her 1 Kinetic token. If she has 1+ Kinetic tokens, she can use Willpower. If she has 2+ Kinetic tokens, she can use Energy Explosion as FREE. If she has 4+ Kinetic tokens, she deals penetrating damage.

I FEEL THE NEED... THE NEED FOR SPEED! (Hypersonic Speed)

HOW MANY HITS DOES IT TAKE TO KNOCK A SUCKER OUT? (Slurry)

YOU'VE BEEN... THUNDERSTRUCK! (Precision Strike)

HANDS OFF THE MERCH, CREEPY! (Poison)

YAWN... ARE YOU EVEN TRYING? (Super Senses)

PROTIP: DON'T SHOOT WHERE I'M NOT (Energy Shield/Reflection)

STOP HITTING YOURSELF, STOP HITTING YOURSELF... (Combat Reflexes)

I'VE GOT ENERGY TO SPARE! (Enhancement)

SIGNIFICANT APPEARANCE: THUNDERBOLTS #10 (2017)

1	2	3	4	5	6	7	8	9	10
12	11	10	10	9	9	NO	NO	NO	NO
11	10	10	10	9	9	NO	NO	NO	NO
18	17	17	17	17	NO	NO	NO	NO	NO
12	2	2	2	2	NO	NO	NO	NO	NO

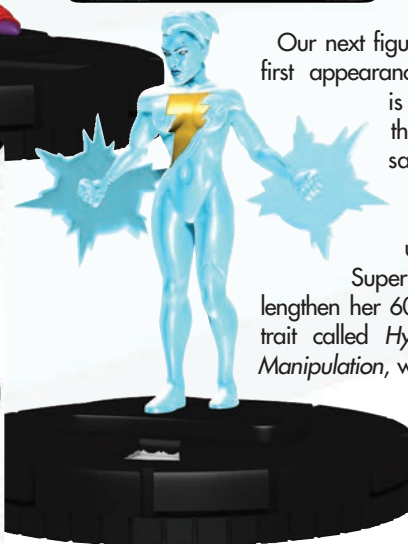
POINT VALUE: 60
HEROCLIX

THUNDERBOLTS

SIGNIFICANT APPEARANCE: THUNDERBOLTS #10 (2017)

1	2	3	4	5	6	7	8	9	10
12	11	10	10	9	9	NO	NO	NO	NO
11	10	10	10	9	9	NO	NO	NO	NO
18	17	17	17	17	NO	NO	NO	NO	NO
12	2	2	2	2	NO	NO	NO	NO	NO

POINT VALUE: 60
HEROCLIX



Our next figure to take a look at is making her first appearance in *HeroClix* since 2005 and is the uncommon Prime figure for the set — Jolt! A speedster who saw the good in all the Thunderbolts, Jolt specializes in sticking and moving with her attacks, using Hypersonic Speed, Poison, Super Senses, and Combat Reflexes to lengthen her 60-point dial. Her big feature is her trait called *Hyperkinetic Agility and Bioelectric Manipulation*, which takes advantage of her move powers and top dial double-digit attack values. The trait states that when she moves 1 or more squares and hits 1 or more characters, she'll receive a Kinetic token after actions resolve. These tokens can build up turn over turn, so when she has 1 or more token, she's able to use Willpower. 2 or more tokens grants her free use of Energy Explosion, and 4 or more tokens gives her penetrating damage! Tons of punch for a small price on your force!

RADIOACTIVE MAN™
Masters of Evil, Thunderbolts, Scientist

REAL NAME: CHEN LU

ASSEMBLED BOLTS AND MASTERS Once per turn when Radioactive Man hits, after resolutions you may roll a d6.
85-88: If your force has 3+ friendly characters with the Masters of Evil or Thunderbolts keywords, remove an action token from Radioactive Man -or give an action token to a hit target. If your force has 6+, do both.

THOR, MY MORTAL FOE Opposing characters that can use Energy Explosion or Quake modify attack -2 when attacking Radioactive Man.

WEAKENING RADIATION Opposing characters within 3 squares modify damage -1 when making close attacks.

DRIVEN AND RESENTLESS (Defensive)

BEAR HUG (Passive)

POWERS:

- FIGHT TOE-TO-TOE WITH THE HULK** (Super Strength)
- TURN UP MY RADIOACTIVE HEAT** (Poison)
- REPEL THE HAMMER OF THE MIGHTY THOR** (Impervious)
- YOU CAN'T STOP ME...** (Invulnerability)
- ...NOTHING CAN STOP ME!** (Toughness)
- LIVING NUCLEAR REACTOR** (Regeneration)
- BURNING TOUCH** (Exploit Weakness)
- CREATED MY OWN POWERS FROM NUCLEAR SCIENCE** (Purples)

POINT VALUE: 85/50

HEROCLIX

JOURNEY INTO MYSTERY

THOR

RADIO-ACTIVE MAN!

SIGNIFICANT APPEARANCE: AVENGERS #6 (1964)

3	1	2	3	4	5	6	7	8	9	10	11	12
18	8	8	8	7	6	5	4	3	2	1	0	0
11	11	10	10	10	10	9	8	7	6	5	4	3
18	18	18	18	17	17	17	16	15	14	13	12	11
4	4	4	3	3	3	3	2	1	0	0	0	0

POINT VALUE: 85/50

HEROCLIX

Our final character we're looking at is from the second wave of members to join the Thunderbolts, Radioactive Man! A close combat attacker who can keep his enemies close with powers like Sidestep and Plasticity, Radioactive Man is also a bit of a damaging tank, with defensive powers that keep him in the fight like Impervious, Invulnerability, Toughness, and Regeneration, and top dial 4 damage Exploit Weakness. With an option to be played at either 85 or 50 points, Radioactive Man helps tone down attackers' abilities with his traits. First, as a long-time enemy of the God of Thunder, Radioactive Man has learned about Thor's signature slamming of the ground with Mjolnir — and as such, his *Thor, My Mortal Foe* trait protects Radioactive Man by stating that opposing characters that can use Energy Explosion or Quake who attack Radioactive Man modify their attack values by -2! His other trait, *Weakening Radiation* states that opposing characters within 3 squares modify their damage when making close combat attacks by -1, protecting not only Radioactive Man himself with his close combat nature, but also his Thunderbolts and Masters of Evil teammates.

And these three just scratch the surface of the exciting new Thunderbolts characters you'll be receiving in the new *Marvel HeroClix: Captain America and the Avengers* set when it releases. While we all love to be the hero, it sure is fun to play the villain from time to time — and with so many new Thunderbolts and Masters of Evil characters at hand, why wouldn't you!

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CATAN

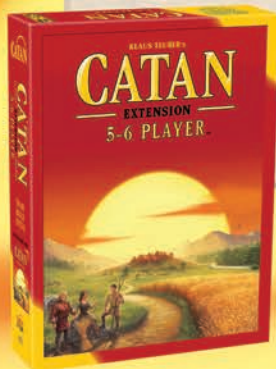
Extensions, Expansions, and Standalones, Oh My!

Over the last 25 years, CATAN has grown in breadth and depth with nearly endless ways to play and explore. Take the core game to new levels with extensions and expansions, or try new experiences with standalone games.

So what's the difference between "extension," "expansion," and "standalone" games? In the CATAN world, it's pretty straightforward, and we'll explain here:

Extend the Fun to More People

Think of extensions as stretching the game to accommodate more players. Base CATAN is a game for 3-4 players, but the base game extension adds up to two more people. Extensions typically include some additional hex tiles, new player color pieces, additional cards, and a small set of rules adaptations.



Expand the Story

Expansions take the story of the base CATAN game and expand its horizons with new characters, ideas, and challenges; they require the base game in order to play.

Expansions include: *Seafarers*, *Cities & Knights*, *Traders & Barbarians*, and *Explorers & Pirates*. In addition, *Seafarers* has a chapter-based scenario, *Legend of the Sea Robbers* that provides new maps and objectives.

Don't forget, each CATAN expansion has a 5-6 player extension so you can create epic stories with even more friends.



Standalones Stand Apart

While extensions and expansions all build on and play with the CATAN base game, standalone games do not require the base game to play. These games are set in different worlds from the fictional world of the island of CATAN, from the ancient Andes mountains in *Rise of the Inkas* to outer space in *Starfarers*.

Some standalone games take place in established stories that you already know and love, like *Star Trek CATAN* and *A Game of Thrones CATAN*. And if you like those, there are additional ways to play with *Star Trek Federation Space* and a 5-6 player extension for *A Game of Thrones CATAN*.



Whether you want to include more friends, take on new adventures (or both!) there is a CATAN extension, expansion, or standalone game that will fit the bill.

CATAN

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LAST-MINUTE GIFT GIVING & GAMING: FANTASTIC GAMES UNDER \$35

'Tis the season for gift-giving and gatherings - a perfect time for gaming! Want to share your passion for games with your non-hobby gaming friends and family? Here are some guidelines and games that will help you navigate your way around your friendly local game store to find a fantastic gift for Aunt Carol, cousin John, and, well, maybe even yourself.

TIME & IMMERSION

A short game is easy to fit in before your family feast or when you're low on time but need to keep people occupied. These games not only have short playtimes, but also keep players engaged every turn, so there's no downtime for players to lose interest between rounds.

Lanterns: The Harvest Festival, designed by Christopher Chung, is a game that plays in 25 to 35 minutes. It is a tile placement game where players decorate an Imperial Chinese palace lake with floating lanterns. On their turn, a player places a tile depicting different color arrangements. What's great about the game is that everyone receives lantern cards based on the tile placed, regardless if it is their turn or not. This way everyone at the table is engaged and no one is waiting around for their turn.

Another game that clocks in at the 30-minute mark is *Fox in the Forest*. Designed by Joshua Buerger, it is a two player trick taking game with a fairy tale theme. Is grandma into playing Bridge or Hearts every week? Then this game is perfect for her, as it plays like the card games she knows and loves. What the game brings to the table are cards that change up the rules of play and add further strategic elements, not to mention friendly groans and heckling.

EASY TO UNDERSTAND MECHANICS

Sometimes you just want a game that you can pick up and play within minutes of opening the box, especially when you have young players at the table.

Shaun Graham and Scott Huntington understood this concept when they created *ClipCut Parks*, a unique take on the roll-and-write genre. In *ClipCut Parks*, players each have a sheet of paper with various types of park squares on them. The goal is to physically cut out the appropriate squares that fit their park tiles call for. As added fun, players must roll the dice to see how many cuts they are allowed to make each turn. This makes for fun strategy that people of all ages can enjoy.

Games such as *The Tea Dragon Society* by Steve Ellis and Tyler Tinsley make rules fun by introducing the mechanics of the game in comic form. Through the comic, younger gamers will learn the ropes while being engaged with the rules. *The Tea Dragon Society* is based on the multi-award-winning graphic novel of the same name by Katie O'Neill and features her adorable art. It is a 2-4 player card game with light deck-building aspects, perfect for introducing the deck-building genre to your non-hobby gamer friends, as well as younger gamers.

APPROACHABLE THEMES

Themes are often what draw people to games, so picking out games with themes that appeal to many are always a plus. Who doesn't like time travel? *Time Chase* is another trick taking game, but with a twist! In *Time Chase*, you are a scientist who created a time travel device. Unfortunately for you, your colleagues want in on the action so now it's a race through time to make sure you keep your name in the history books. The game allows you to go back in time and change the outcome of previous tricks. The first player to control three tricks wins! This is a great game to play with family. Everyone will be cackling with glee as they travel back in time and take over a trick!

Fuse is a timed cooperative dice game that is played in ten minutes. There are twenty bombs aboard your ship, and you must work together to disarm them. Each player has various cards that dictate which color and number of dice they need to disarm a bomb. To disarm a bomb, you roll the dice. Everyone then takes one die that fits a requirement on their cards. If there are any dice left over, everyone loses one of the dice they placed on their cards. It is a race against time that is sure to have everyone at the table scrambling and working together.

All of these games are available at your friendly local game store, all with an MSRP of \$35 or under!

...

Victoria Rogers can be found either at the gaming table or at the writing desk. She is the producer of *The Broadwords*, an actual-play podcast, as well as several regular gaming industry events. She enjoys collaborative play and storytelling, but if there is a win condition, watch out.



AVAILABLE
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WAYFINDERS

Thomas Dagenais-Lespérance

PANDASAURUS
GAMES

Wheels Up— Adventure Awaits!

Welcome to the whimsical world of **Wayfinders**, where intrepid explorers race to chart new paths through the skies.

You will need to think on your feet and outfit your planes with the right gear to arrive safely. But building hangers on islands and stocking them with parts can help you zip around with ease! Be sure to be keen in your planning and you will unlock the charms of the islands.

Wayfinders is the enchanting route-building game by Thomas Dagenais-Lespérance (**Decrypto**) that is sure to be a game night mainstay for families and gamers alike!



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Think Outside of The Box This Holiday:

The Right Gift as an Immersive Experience

What games make great gifts?

This is the head-scratching question that entangles everyone from publisher to store owner to fan. At the publisher level, this is something that we take into consideration at the earliest levels of conception of a game.

Ultimately, everyone wants a game that just feels *right.* Something that clicks in the right way for the right person. This can be infinitely more complicated than it may seem. Afterall, we are a publisher that publishes games ranging

from entry-level family weight to meaty big box games for avid gamers. But there are a few things that are of utmost importance when it comes to creating something that sparks wonder. Each of our games was created with a particular fan in mind. Once we know the fan, the world building and artistic theming of the game can be fleshed out into something beautiful and totally immersive.

Wonder & Whimsy

Wonder and whimsy are two of the key elements that make a great family game. These two feelings connect fans to a gaming experience that elevates beyond just game play. It is an entire world that fleshes out before them when they open the box. This is the type of game that will delight anyone, young or old, when they receive it.

Machi Koro (\$29.95) is an excellent example of this. *Machi* is an absolute smash-hit evergreen game that has ignited people throughout the world for years. This year marked the release of **Machi Koro 5th Anniversary Edition**. An updated version of the quaint and quirky Japanese city-building game we all love featuring sculpted plastic coins and updated art.

This year also marked the release of game that practically sets the definition of whimsy: **Machi Koro Legacy** (\$49.95). This game was a labor of love by Rob Daviau (*Pandemic Legacy*, *Risk Legacy*) and JR Honeycutt (*Betrayal Legacy*, *Fireball Island*). This was Rob's first family-friendly legacy game and it is filled with



Machi Koro 5th Anniv. Ed. / \$29.95



Machi Koro Legacy / \$49.95

special moments that gamers and families of different ages will revel in. It is a world unlike any other in gaming. *Machi Koro Legacy* is a mystical romp into Japanese lore and an ever-changing, living game that unfolds with new excitement at every turn.

The newest edition to our Whimsical collection is **Wayfinders**. This is the latest game by Thomas Dagenais-



Wayfinders / \$39.95

Lespérance (*Decrypto*) in which players are zooming through the sky as early aviation explorers. Players delight in discovering the joys of new places and new wonders, while making tactical decisions as they navigate the winds.

Any of these titles will be sure bets to instill laughs around the table with the whole family.

On the Lighter Side

Nothing is better than rapid-fire, lightweight games to liven up a room at any time. These are safe bets for just about anyone of any age. If you are in doubt as to a friend or family-members' partialities, there are certain games that make sense for pretty much anyone you can think of. Which is perfect if you are ever in doubt. These little snacks are also rather brilliant stocking-stuffers to add to the meatier game you have waiting in the wings. They are delights, with screams and smiles. Veritable crowd pleasers to add spice to any gathering.



The Mind / \$12.99

One of the biggest hits of this year is **The Mind**. When you first play this game, in which you must mind meld with the players around the table to place cards in the correct order, something magic happens. It becomes clear why this little game was nominated for the Spiel des Jahres and won The Origins Award, among many others, was a critical smash, and has sold countless units across the world. This game is difficult to keep on a shelf for good reason.



Illusion / \$14.95

In the same vein of The Mind is another quick play that has lit up the gaming world: **Illusion**. *Illusion* is the follow-up to *The Mind* by the same lauded designer, Wolfgang Warsch. Similarly, to its predecessor, *Illusion* is a snap to learn and a delight to play. Players must outwit optical illusions by placing cards in order of how they appear. But appearances are not what they seem!



Silver & Gold / \$19.95

For a new and exceptionally hot experience in the realm of light and, very addictive, games, check-out **Silver & Gold**. *Silver & Gold* is the newest game by the brilliant Phil Walker Harding (*Sushi Go*, *Barenpark*). This game has already ignited buzz and excitement because of its ease of play coupled with its decadent and clever game play. Players use dry-erase markers to fill out island cards in the cleverest and most resourceful way possible. It's a joy and something that pretty much everyone will love.

The Big Boys

But with all of this gamer talk, it's important to talk about the big box. Even though a big game is deeper game play wise, it's also important to ensure these games are accompanied by deep and exciting worlds. The art needs to be just as explosive and exciting as any family wonder game.

One of the best combinations of whimsy and wonder and crunchy big box in a game is **Dinosaur Island**. *Dinosaur Island* is the smash-hit and critically lauded game by Jon Gilmour (*Dead of Winter*) and Brian Lewis (*Fungeon Party*) that set the industry talking about all things dinos. The game is filled with bright and colorful nods to the '90s and has players competing to build the most impressive dinosaur parks. But they must keep security in mind.

The more impressive the dinosaur, the more likely they will escape and wreak havoc on guests!

Keep in mind that no matter who the person is and what types of games they will like, getting something unique and eye-catching is an excellent first step. Consider the quality of the game and then consider the weight. After all, even the most hardcore gamer can love a quick game of *Silver & Gold* or *The Mind* with the family or at a party! The experience is always something to keep at the forefront of thought. Here's to new experiences!



Dinosaur Island \$79.95



PANDASURUS
GAMES



Molly Wardlaw
Co-Owner
Pandasaurus Games

About the Author:

Before hatching Pandasaurus and diving into the delightfully outré world of games, Molly worked in marketing, SEO, and journalism of the musical variety. When she's not sowing fantastical cardboard worlds and pitching games to accounts, she can be found air-drumming in her car with the windows down.

Mind Melters

Everyone likes a good puzzle. Every game is a puzzle of sorts, but then there are the puzzles to beat all puzzles. For the escape room and puzzle obsessive, you've got to get a bit crunchy. A little brain burn can be the very best thing.

Mental Blocks is a new release by Jon Gilmour (*Dead of Winter*, *Dinosaur Island*) and Micah Sawyer that has players working together cooperatively to build a 3D puzzle. Each player also has some zany restriction cards that make this crunchy puzzle game feel like a frenetic and fun party game. It's quite the attraction.



Mental Blocks / \$39.95

To continue the burn, try **Passtally**, a Japanese route-building game in which players stack pieces vertically to multiply points. As the game unfolds and the intensity heats up, the board becomes more and more visually striking. *Passtally* is an elegant, beautiful game. It also takes moments to teach but reveals layered strategy as the game moves forward.



Passtally / \$29.95

The Tao of Igor



DORK TOWER X: THE TAO OF IGOR

DSP 216..... \$24.99 | Available December 2019!

This month sees the release of *The Tao of Igor* — the first new Dork Tower collection in ten years, from Dork Storm Press. It also marks the return of Dork Storm Press to regular publishing, with plans for more new collections, along with a Dork Tower 25th Anniversary omnibus edition.

To mark the occasion, we asked Dork Tower's most annoying character self-proclaimed star, Igor Olman, to interview series creator John Kovalic, and talk a little bit about the new book, and plans for the future.

IGOR: Is this thing on?

KOVALIC: You're holding it upside down.

IGOR: Aha. OK. <taps mike three times> Huzzah! How does it feel to be publishing again?

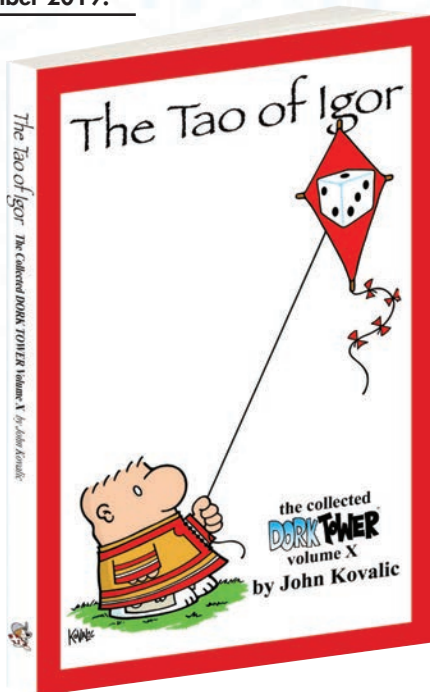
KOVALIC: I'm excited! I never realized how much I missed writing and drawing these stories.

IGOR <looks hurt>: But the web strip...

KOVALIC: Oh, don't get me wrong. I adore the Dork Tower web strip. And thanks to Dork Tower's tremendous Patreon supporters, that's become stronger than ever. In fact, the next book we'll be releasing will be a collection of some of the hundreds of Dork Tower strips that have never seen print. But I really missed the longer-form storytelling that the comic books and trade paperbacks allowed. Finishing up *The Tao of Igor* helped me realize that.

IGOR: So why the delay?

KOVALIC: OK. Long story. About ten years ago, my wife and I went through a series of huge life-changing events, hitting one after another. The last was her pregnancy — an enormously high-risk pregnancy. It was hugely stressful, but we were told of a specialist in Chicago, and nine months later, our daughter was born. I'd been very busy, with the success of *Apples to Apples* (I was a developer of the game, and a co-founder of Out of the Box publishing) and *Munchkin* (I have literally illustrated thousands of cards for the game). And, of course, the Dork Tower books. But I needed to step back and spend time with family. The easiest thing for me to quit was Dork Storm Press — so I did. Unfortunately, I sort of left a big storyline dangling...



IGOR <jumps up on the table, waves arms wildly>: NO FLIPPING KIDDING YOU DID!

KOVALIC: Yes. The whole Matt and Gilly thing... Gilly leaving for Europe... Ken and Sujata's relationship... you running the Mud Con convention... I always felt the tug to wrap things up.

IGOR: I assume I do a stellar job with the convention.

KOVALIC: Ummm... can we change the subject?

IGOR: What?

KOVALIC: LOOK! Over there! A sparkly D20 dice in a new shade of green!

IGOR <turns quickly>: IT MUST BE MINE!

KOVALIC <breathes sigh of relief>: Anyway, I didn't want to tie up those storylines in the comic strip. So it lingered. But two things happened: the first was, David Michael, who runs the Sales Geekery fulfillment service, He'd been handling the Dork Tower online store (dorktower.com), and convinced me to start up the Patreon campaign, which that was a solid success. So last year, we Kickstarted *The Tao of Igor*, and that blew past its initial goals in a day.

IGOR: What was the other thing? (Also, where are those dice you mentioned?)

KOVALIC: The other change was, my daughter turned ten. And she started reading the original Dork Tower collections. And she started asking for new ones!

IGOR: But those dice...

KOVALIC: Getting back into publishing with all the changes of the prior decade, has been a learning experience, to be sure. Fortunately, I had a lot of help from some very talented people. And the support of the readership was amazing. It's been tremendous and humbling. I went from being very nervous and insecure about the project, to *The Tao of Igor* turning into one of the most wonderful creative experiences of my life! It was so fun, that now I want to keep it going! So there are more books planned, new material and new storylines, and if all goes well, in a couple of years, the Dork Tower 25th Anniversary omnibus editions!

IGOR <lunges for Kovalic>: OK — forget the dice. DO MATT AND GILLY FINALLY MEET UP?

KOVALIC <dodges, backs away slowly>: Oops I see our time is up...

...

John Kovalic is a bestselling, award-winning, cartoonist, game designer and writer. Millions of copies of his games and books have been sold worldwide, to all ages, giving his magical, frenetic artwork and unique wit a truly global fanbase.

DORK TOWER, his hit independent comic book, sold more than a half million copies over the course of 36 issues, and won many awards. It appears monthly in *Game Trade Magazine*, and three times a week at dorktower.com.



The Tao of Igor

The *new* Dork Tower collection

- The return of the fan-favorite comic!
- The largest Dork Tower collection ever!
- As seen in *Game Trade Magazine*!
- Redefining "Long-Awaited!"

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RED SONJA Hyrkania's Legacy

RED SONJA: HYRKANIA'S LEGACY BOARD GAME

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A DIFFERENT KIND OF QUEST GAME...

It can be a difficult, unforgiving path for an adventurer... but what happens to the home you leave behind when its most valued protectors are on the road? This is a unique question posed in the recently released Red Sonja modular tile quest game. Like many other quest games, the final destination (and the treasures it holds) is what brings you the glory, however, the journey back can be just as treacherous, and there's no telling what kind of home you will come back to.

Hyrkania's Legacy gives 1-4 players a variety of missions to choose from and a stable of characters to play as, obviously including Red Sonja herself. As a group, players venture out across the land as the map and encounters unfold along the way. Monsters are slayed and treasure is found, but the decisions you make have future consequences for all players. You will often fight monsters to the death but, if and when you choose to run, those monsters don't forget, they get even. The monsters you leave behind will still be there when you pass through again, and the growing number of unchecked baddies does take its toll on the moral back home.

This game tests what it means to be a true hero, often putting players in a tough spot where treasure and mission success may come second to the safety of the people. Death on the road is an obvious concern in any quest game, but the safety of your home adds a new element of strategy that should challenge some of the most seasoned adventurers. As the monsters begin to overwhelm our heroes, their dark influence affects the land and Despair settles over the Castle in the form of lost hit points. Even if the heroes find themselves successful on their quest, they can still lose the game if there's no castle left to go back to.

Lynn timer Studios has seen success with their line of "Legacy" game titles (*Sherwood's Legacy*, *Neverland's Legacy*) and many of the same game mechanics in *Hyrkania's Legacy* will seem familiar to fans of the "Legacy" series. However, this game was also designed to be a unique, stand-alone experience with its own exclusive details and game elements that make this a true Red Sonja adventure.

ON TO ADVENTURE...

All players start at the 3-D Castle model and "build" the land of Hyrkania from there using Realm tiles of varying terrain. As the path grows longer and more challenging, open plains become shadowy



swamps, and swamps become treacherous mountains, each with new and more dangerous obstacles than the last. As a team, players map out their path and coordinate their attacks using their characters' 3 Actions. Every encounter presents a series of options the players can choose from so every battle is different and "winning" sometimes has its repercussions the players must deal with. There's several Realms to explore and a variety of Monsters and Items players will encounter so players can choose to stick together or branch out into strategic groups in order to complete their mission.

Lynn timer Studios developed this officially licensed cooperative board game with Dynamite Entertainment, the same publisher of *Red Sonja* and *Pathfinder* graphic novels. Using Dynamite's long comic book history of *Red Sonja* for inspiration, Lynn timer Studios reconstructed many of the missions, characters, and items directly from the source material. Players will go in search of magical items or find themselves hunting legendary villains like Loki. The beauty of the game system is that players can easily create their own quests to expand the replay value, however, Dynamite is excited to offer the fans the very first official expansion set!

THE CONTINUED ADVENTURES...

Using Lynn timer's popular "Legacy" gaming system, *Hyrkania's Legacy* stands solidly as its own unique game, while also allowing integration of multiple characters and elements across the different "Legacy" titles.

With the upcoming release of the game's first expansion, players now have access to even more missions, monsters, items, and regions to explore. More playable Red Sonja characters have been added to the group, as well as Robin Hood, Peter Pan, and many other infamous characters from folklore that have been previously tested in other "Legacy" titles. Players now have an excess of options at their fingertips and each character brings something new to the quest.

...

Dynamite Entertainment is one of the largest comic book publishers today, with 15 years of experience producing licensed comics and other pop culture merchandise. Red Sonja: Hyrkania's Legacy is their second major board game release since the Reanimator board game hit stores in 2018.



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www.renegadegames.com

The city needs your help! The mayor has called on you to create a set of gorgeous parks with greenery to beautify the urban landscape. With a pair of scissors and a plan, use your snipping talents to clip a park full of dazzling multi-colored features. The first player to complete 5 Park cards is the winner!

ROLL & CUT!

AVAILABLE NOW!

MSRP \$25

Ages 8+

1-4 Players

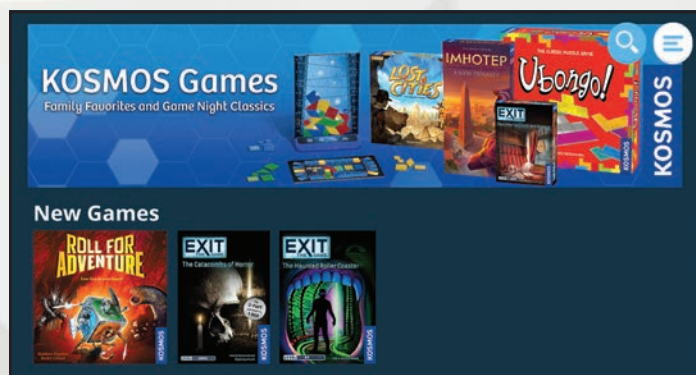
30 min



THE KOSMOS HELPER APP: A GREAT WAY TO LEARN & PLAY NEW GAMES

POP QUIZ HOTSHOT:

You sit down with your friends at game night and decide you'd like to play the cool new Adventure Game you just bought, but it's still in its shrinkwrap! You don't have time to read the rules, set up the game, and then teach it to everyone (without losing their attention). What do you do? A) get a new hobby. B) go look for more snacks. C) open the KOSMOS Helper App so you can set up and learn the game together as the app explains using animation, text, and audio.



At Thames & Kosmos (the US distributor for KOSMOS Games), we put countless hours into developing, editing, and playtesting all of our games — the Adventure Games included. While we strive to make rule books that are clear and easy to understand, we also know that rules can be a hurdle for some and poring through pages of text is not everyone's cup of tea. To help get our games to every table, we have created an app that will teach you how to set up and play the Adventure Games (as well as many other KOSMOS titles).

WHAT ABOUT THE RULES LAWYER?

Some people love getting all the details of a game before playing. For these people, rest assured that the Helper App is as thorough as it is simple. (And you can still follow along with the full-color rule book.)



WHAT ABOUT THE QUICK START JUNKIE?

Some people just want a couple of mechanics explained and they are ready to dive headfirst into a game. For these people, the Helper App starts off with clear visuals of the setup and instructions to get you moving quickly.

WHAT IF I DON'T HAVE A SMARTPHONE?

If you don't have a smart device, or you just like snuggling up with your rulebook and a cup of hot cocoa, no problem. For these gamers,



each game still comes with some of the best-written rulebooks in the industry, full of color, examples, and notes.

DOES IT DO ANYTHING ELSE?

The Adventure Game series is similar to a PC adventure game — groups of up to four players explore their way through the provided Adventure Book, reading entries out loud to grasp the plot and discover their unique route through the story.

Don't have anyone in your group who wants to take on the role of narrator? Sore throat got you down? Forgot your reading glasses at home? There's the Helper App for that! Just type the number of the location or entry you're exploring into the app and a voice actor will take it from there! While the Helper App is not required to play the Adventure Games, it can help set the scene for you and your friends as you discover the story.

BUT WAIT, THERE'S MORE!

In addition to the overview and narration for the Adventure Games, the KOSMOS Helper App offers assistance and enhanced play experiences for several other Kosmos games. Download the app the next time you crack open a new title from our EXIT: The Game series: included is a timer and fun mood music, unique to each title, as well as some exclusive riddles. These riddles don't relate to any of the EXIT games specifically, but they are clever and fun.

So, if you want to get a new game to the table quickly, just check out the KOSMOS Helper App — we're adding content regularly!

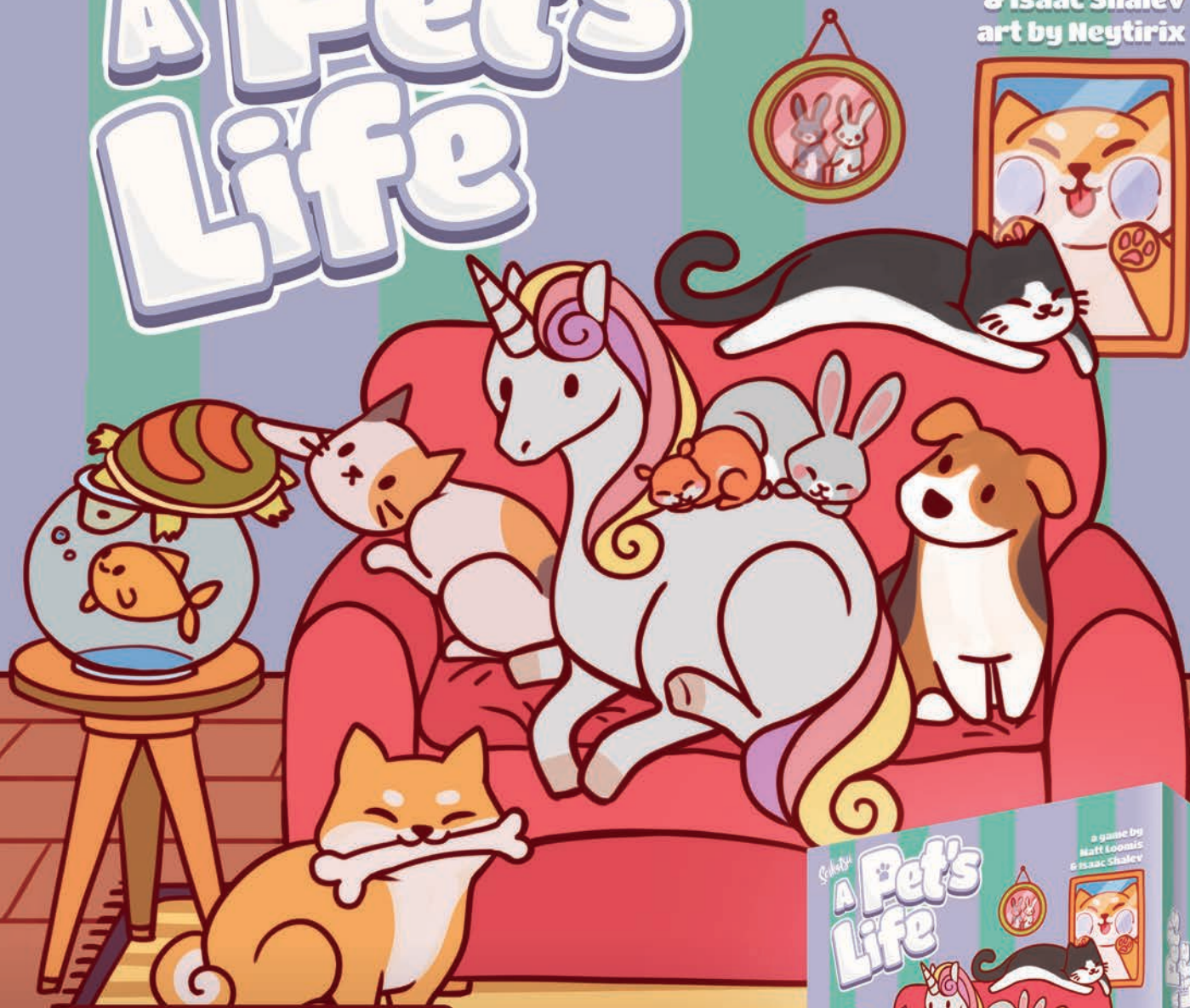


Tom Wetzel is the Marketing Coordinator — Games for Thames & Kosmos and periodically loves to solve puzzles and riddles. 23, 68, 39 | 20, 7, 7, 39 | 8, 9 | 39, 8, 92.



Seikatsu A Pet's Life

a game by
Matt Loomis
& Isaac Shalev
art by Negtirik



- 🐾 Adorable Pets!
- 🐾 Family Friendly!
- 🐾 Unique Scoring!
- 🐾 Purr-fect Gift!



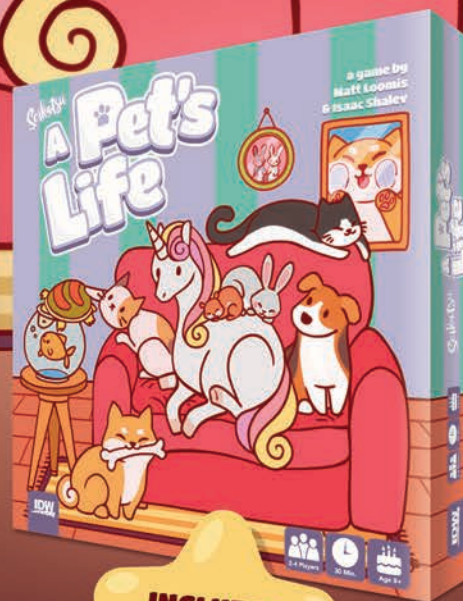
1-4 Players



30 Min.



Age 10+



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IDW10827 / \$29.99

PLAYING GHOUL ISLAND

WITH SANDY'S RULES OF RUNNING GAMES



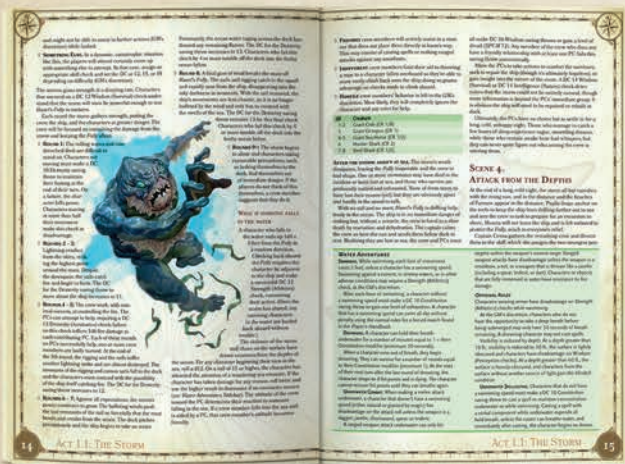
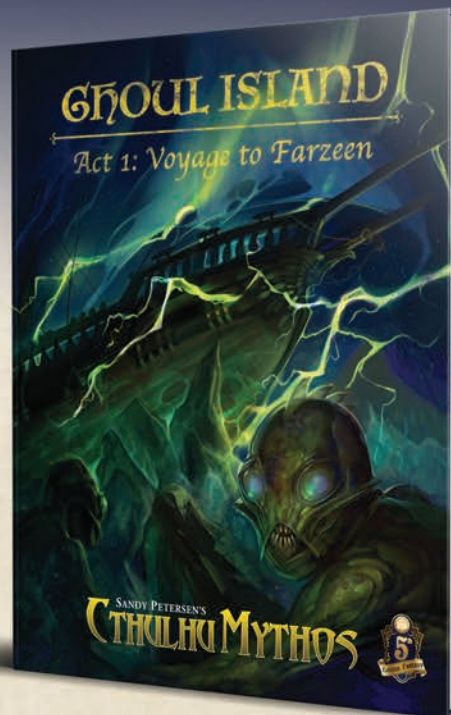
PETERSEN GAMES

SANDY PETERSENS CTHULHU MYTHOS: GHOUL ISLAND
PTG RPG-1-1 \$24.99 | Available January 2020!

Sandy Petersen, the author of the *Call of Cthulhu* Role-playing game published by Chaosium, changes the tabletop world once again with Sandy Petersen's *Cthulhu Mythos* — a complete sourcebook for all things Lovecraftian for 5th edition fantasy.

Ghoul Island is the first campaign adventure for Sandy Petersen's *Cthulhu Mythos* and can be easily introduced into any fantasy setting. This first act (of four), *Voyage to Farzeen*, begins with a mutiny and ends in underground tunnels where our adventurers discover an ancient temple dedicated to a horror thought to have been vanquished long ago!

Voyage to Farzeen and all following Acts will provide the most satisfaction to you and your players if you apply some important rules.



PLAYERS HAVE THE RIGHT TO HAVE FUN

Too many games force the players to earn fun. The first session is wasted on setting up the scenario, introducing NPCs, or wandering around aimlessly. Watch a good film — it hooks you immediately in a critical scene, often before the opening credits. The game deserves to be fun right at the beginning. The *Ghoul Island* campaign begins with a mutiny and shipwreck. Bang.

SHOW ME, DON'T TELL ME

Is a character in your game bad? Have him DO something bad to the player. Is a character supposed to be good? Have him give stuff to the player or otherwise be nice. Don't rely on a player to agree with your value perceptions — don't assume that he will automatically agree that he ought to try to rescue a cute fluffy bunny you impaled. Don't rely on stereotypes to provide the "good/bad" information. Even if the villains are Nazis, have them behave in a vile fashion, so the player hates them.

The bad guys in *Ghoul Island* are persistently making the players' lives hard, murdering people they care about, and generally threatening. It's personal. And it should be.

THREE STRIKES AND YOU'RE OUT

This is a really useful rule. Basically, whenever the party is making a decision that could cost them something important, or kill them, I try to give the

part at least three chances to escape their fate — or at least to reconsider their course and seek to bolster their action.

For instance, say that you have a heinously powerful dragon somewhere in your game. To warn the players, you might first have a villager warn about the dragon. That's obvious enough. Then, if the party doesn't turn back, they might see the dragon in the distance, doing something terrifying, like burning down a huge castle. If the party still doesn't turn back, then they get to fight the dragon, as their third chance.

IT'S ALWAYS THE PLAYER'S FAULT

When players are defeated, they must always feel that it was their fault, and not that you, the gamemaster, cheated them. They must believe that if they only tried again, and were smarter, or tougher, they could win. It's easy to make a game seem unfair, and this has nothing to do with whether you as the gamemaster actually fudge any of your die rolls. When a player is killed by a troll (for instance), he should be filled with a lust for vengeance on the troll, not on the gamemaster.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. He also worked on many other published projects, such as *Runequest*, *Stormbringer*, *Elfquest* and even the *Ghostbusters* RPG, and was instrumental in the creation of dozens of scenario packs and expansions. He also acted as developer on the original *Arkham Horror* board game. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *The Gods War*, *Evil High Priest*, and the much-admired *Cthulhu Wars*. His games have sold tens of millions of copies worldwide, and he has received dozens of awards from the game industry.





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SPOTLIGHT ON



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GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 240\$3.99

ART FROM PREVIOUS ISSUE

ADAM'S APPLE GAMES



SWORDCRAFTERS: EXPANDED

The enemies are growing stronger and the King has asked you to craft an enhanced sword of protection using Sword Relics, Sword Mastery, and Sword Tips. Contains three modules to mix and match with base *Swordcrafters* for amazing replay value.

AAG 1321\$20.00



TRUCK OFF FOOD TRUCK FRENZY: ROLL AND WRITE

Become the American Dream on Wheels as a Food Truck Titan in this zesty follow-up to *TruckOff: The Food Truck Frenzy*. The *Roll and Write* plays 1-99 players for the ultimate food truck dice rolling competition. Your route, timing, and game plan will be critical to maximize your profits and your opponents will try to spoil your sales.

AAG 1211\$20.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



TINY TOWNS: FORTUNE

In *Tiny Towns: Fortune*, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity comes wealth and fortune, along with the ability to create in new and exciting ways! *Tiny Towns: Fortune* introduces coins to the game, along with any new buildings featuring new shape combinations and abilities. The buildings use and interact with your coins in ways that create exciting scoring combinations. All of these are completely compatible with the previous *Tiny Towns* buildings and the coin system is easy for any player to pick up and add to their strategies!

AEG 7072\$29.99



ANVIL 8 GAMES



AETHERIUM: THE ROLEPLAYING GAME

The *Aetherium Roleplaying Game* opens Anvil 8 Games miniatures skirmish game to a whole new virtual frontier with a full ruleset you can use to enter the Quantum Noise as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Aetheriums digital mindscape. Your body may be trapped in Meatspace, but playing the *Aetherium Roleplaying Game* will transport you(r character) to a brilliant new digital dimension. Scheduled to ship in December 2019.

A8G ARP00\$50.00

ARCANE TINMEN

DRAGON SHIELDS: (100)

Scheduled to ship in January 2020.



BRUSHED ART SLEEVES – LANE THUNDERHOOF COAT OF ARMS

ATM 12042\$12.49



BRUSHED ART SLEEVES – LANE THUNDERHOOF PORTRAIT

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BRUSHED ART SLEEVES – SATURATION COAT OF ARMS

ATM 12026\$12.49



MATTE ART SLEEVES – SATURATION PORTRAIT

ATM 12034\$12.49

ARC DREAM PUBLISHING

DELTA GREEN RPG: EX OBLIVIONE

The past is bloody teeth which still hunger. Something evil has stirred in a tiny desert town. A gruesome crime draws Delta Green to the haunted desert. Bodies have been ritualistically mutilated. Bizarre words carved into the drywall speak to the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME HOME YHANTHLEI SEA TO THE SEA. Scheduled to ship in December 2019.

APU 8138\$14.99





ARES GAMES



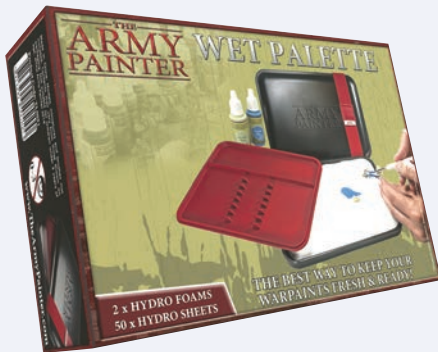
THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION

In *Days of the Siege* players are engulfed in an open conflict happening inside the city. The days of siege are over rebels have decided to infiltrate Pogoren and engage the occupying forces in the last desperate attempt to take over the city. During three intense acts of the campaign players will have to find a way not only to survive, but also to tackle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new Locations will enrich every Scenario and Campaign from the base game. Scheduled to ship in January 2020.

AGS ENTWM03.....\$49.90

THE ARMY PAINTER

SPOTLIGHT ON



WET PALETTE

The best wet palette there is — superior quality and custom-designed to keep your warpaints preserved perfectly smooth and creamy! The *Wet Palette* comes with 2 sheets of hydro foam and 50 hydro sheets. Special inner layer design can hold up to 6 Wargamer brushes and 10 Hobby brushes from The Army Painter range.

TAP TL5051.....\$24.99

ASMODEE EDITIONS



FEATURED ITEM



15 MEN

In *15 Men* (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.

ASM PG505.....\$29.99



FEATURED ITEM



7 WONDERS: WONDER PACK EXPANSION

The *7 Wonders Wonder Pack* introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Manneken Pis.

ASM SEV14.....\$14.99



FEATURED ITEM



BABY IQ

BabyIQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.

ASM HL8918...\$19.99



FEATURED ITEM



BANDIDO

A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.

ASM HL8908.....\$12.99

MARVEL

CRISIS PROTOCOL

MINIATURES GAME



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FALL 2019

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FEATURED ITEM

**BARRAGE: THE
LEEHWATER PROJECT
EXPANSION**

Barrage: The Leeghwater Project Expansion introduces a new faction to the basic game. Play Ellen Vos from the Netherlands who is ready to follow in the footsteps of Jan Leeghwater. Scheduled to ship in January 2020.

ASM BARG02 \$39.99



FEATURED ITEM

**DRAGON BOATS
OF THE FOUR SEAS**

In *Dragon Boats of the Four Seas*, Zhong-Guo, the Middle Kingdom, is an island surrounded by the four Dragon Seas.

ASM DBS01 \$49.99



FEATURED ITEM

**BEER IQ**

Always wanted to test your beer knowledge? Open the box and play! *BeerIQ* is the ultimate game for beer lovers. It comes with 400 multiple-choice questions.

ASM HL8911 \$19.99



FEATURED ITEM

**DRAKO:
DRAGONS & DWARVES**

Drako: Dragon & Dwarves is an asymmetrical game for two players, with one player leading a team of three dwarves who are experienced dragon hunters and the other playing a red dragon that has spread terror amongst local peasants. The dwarves have managed to trap the dragon in a shady valley at the foot of the mountain where it lives apparently dragons can't resist the smell of freshly slaughtered sheep but despite being in chains, the dragon is still young and ferocious, providing the dwarves with the difficult task of killing it without being killed themselves.

ASM DRK01 \$29.99



FEATURED ITEM

**DECIPHER**

Decipher is a different kind of word game for 24 players. It is all about thinking up clever words that will be hard to decipher and cleverly combining letter pieces to guess secret words. Scheduled to ship in January 2020.

ASM HB14 \$29.99



FEATURED ITEM

**DRAKO: KNIGHTS & TROLLS**

Two aggressive Trolls have been attacking travellers on the mountain trails. The ryal has set a reward for their heads, and an armed group of Knights has set out to earn it. Scheduled to ship in January 2020.

ASM DRK02 \$29.99



FEATURED ITEM

**FOREST**

Form infinite landscapes using whimsical cards. Be the first to display 7 identical creatures and collect them.

ASM HL9008 \$12.99



FEATURED ITEM

**GO TOWN**

GoTown is a card game of real-estate ego that invites a bit of (un)friendly competition.

ASM HL8917 \$12.99

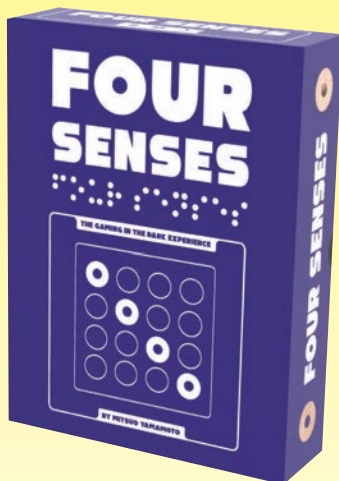


FEATURED ITEM

FOUR SENSES

In *Four Senses*, put on a mask and forget your vision to focus on your other senses. In turn, take a coin and place it on the tray. The particularity? You see nothing and must rely only on your touch.... Less simple than it looks, this variant of the famous 4 in a row in 3D offers you the chance to discover a completely different way of playing. Scheduled to ship in January 2020.

ASM HL7004 \$29.99



FEATURED ITEM

HIPPO

Are you afraid of hippopotamus? You shouldn't be. In *Hippo*, they are grateful. Instead, you should be afraid of your opponents!

ASM HL9009 \$12.99



FEATURED ITEM

**GLOBE TWISTER**

After traveling to the four corners of the world, you decide to put on an exhibition. Unfortunately, your photos have been mixed up during your journey. Will you be able to recreate the perfect atmosphere of your encounters and discoveries by putting your photos back in the right direction before the opening? Scheduled to ship in October 2019.

ASM ACT016 \$29.99



FEATURED ITEM

**KARIBA**

In the savanna, the law of the strongest applies.

ASM HL8923 \$12.99



FEATURED ITEM



KAWAII

In *Kawaii*, you must collect as much ice cream as possible from your favourite shape and flavor. Put down your cards, look at your neighbours' batteries and be the fastest to get the ones you want. If you get bonus points for cherries, be careful not to find the door closed when you go to the glacier, at the risk of seeing your points melt in the sun... *Kawaii* is a small and simple game of access that combines observation and risk taking in real time. With its illustrations and adorable theme, it will seduce both young and old. Scheduled to ship in January 2020.

ASM HL7001 \$12.99



FEATURED ITEM



MARVEL: CRISIS PROTOCOL – LOKI AND HELA CHARACTER PACK

Adopted son of Odin and half-brother to Thor, Loki Laufeyson has long coveted the throne of Asgard. As the daughter of Loki and the Asgardian Goddess of Death, Hela rules over the realms of Hel and Niffelheim, holding sway over the souls of all deceased Asgardians. Scheduled to ship in January 2020.

ASM CP12EN \$39.95



FEATURED ITEM



MARVEL: CRISIS PROTOCOL – NYC COMMERCIAL TRUCK TERRAIN PACK

This pack includes parts to build either a Garbage Truck, perfect for cleaning up after a super powered rumble, or a Chemical Truck, sure to be filled to the brim with some kind of dangerous industrial agents. Scheduled to ship in January 2020.

ASM CP14EN \$39.95



FEATURED ITEM



MARVEL: CRISIS PROTOCOL – THOR AND VALKYRIE CHARACTER PACK

Thor, Prince of Asgard, son of Odin the All-Father, wields the mighty hammer Mjolnir, which grants him command over lightning and storms. The fierce warrior Valkyrie is leader of the legendary Asgardian Valkyrior, Odins personal unit of shield-maidens. Scheduled to ship in January 2020.

ASM CP11EN \$39.95



FEATURED ITEM



MARVEL: CRISIS PROTOCOL – VISION AND WINTER SOLDIER CHARACTER PACK

Originally created by Ultron to destroy the Avengers, the android known as Vision turned against his creator and joined Earth's Mightiest Heroes. James Buchanan Bucky Barnes fought alongside Captain America during World War II, before seemingly meeting his demise while on a mission. Scheduled to ship in January 2020.

ASM CP13EN \$39.95



FEATURED ITEM



MEZO

Mezo is an innovative game of area control for 2-4 players inspired by Mayan mythology. Scheduled to ship in January 2020.

ASM MEZ01 \$89.99



FEATURED ITEM



MISTY

Misty is a family-friendly game that is breezy and poetic, perfect for younger players. Scheduled to ship in January 2020.

ASM HL7000 \$12.99



FEATURED ITEM



MUSIC IQ

Always wanted to test your music knowledge? Open the box and play! Scheduled to ship in January 2020.

ASM HL8895 \$12.99



FEATURED ITEM

OMERTA

Don't get caught with illegal alcohol! It's Prohibition time! Scheduled to ship in January 2020.

ASM HL7002 \$19.99



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GAMES

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FEATURED ITEM

**RES ARCANA:
LUX ET TENEBRAE EXPANSION**

Lux et Tenebrae expands *Res Arcana* to 5 players, adds a new artifact type — demons — and introduces scrolls, special one-use powers that can be gained one round and saved for future rounds. Scheduled to ship in January 2020.

ASM RES03.....\$19.99



FEATURED ITEM

**TEAM UP**

Team Up is a cooperative and hands-on game that will have you wrapped-up in no time. The concept is simple: stack boxes on a pallet.

ASM HL8922.....\$34.99



FEATURED ITEM

**SMAK**

Will you rule the lawn? Direct from the land of parks, mountains and lakeshores, *SMAK* is the new exciting throwing game for all ages and nearly all surfaces.

ASM HL8925.....\$59.99



FEATURED ITEM

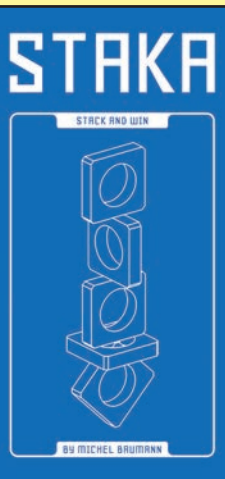
**TOP GUN: STRATEGY GAME**

The *Top Gun* Strategy Game lets puts players in the pilot seats of Team Maverick/Goose and Team Iceman/Slider. Scheduled to ship in January 2020.

ASM TG01EN.....\$24.99



FEATURED ITEM

**STAKA**

Stack beautifully crafted wooden pieces to win. Five modes of play extend playability. Scheduled to ship in January 2020.

ASM HL7003.....\$34.99



FEATURED ITEM

**WINE IQ**

Always wanted to improve your knowledge about wine? Open the box and play! *WineIQ* is the ultimate game for wine lovers. It comes with 400 multiple-choice questions.

ASM HL8907.....\$19.99



FEATURED ITEM



YGGDRASIL CHRONICLES

In Yggdrasil Chronicles, players take on the role of mighty Norse gods working together to protect the cosmic ash tree that supports the nine worlds. Scheduled to ship in January 2020.

ASM YGG01 \$59.99

ATLAS GAMES

FENG SHUI 2 HARDCOVER

Ancient Sorcerers! Slick Conspirators! Control-Freak Monks! Cyborg Apes! Armed with the secrets of Feng Shui, all aim to conquer the past, present, and future. Only you have the guts, guns, and flying feet to stop them! It's back in all its explodey, chi-blasting glory — *Feng Shui*, the classic game of Hong Kong-inspired cinematic action, refurbished with a fresh bag full of ammo for a new roleplaying generation! Original designer Robin D. Laws rushes your way on a bullet-riddled gurney to serve up the thrills fans remember, fiercer and faster than ever! Scheduled to ship in November 2019.

ATG 4020 \$49.95



HOUNDED

Hunters come and go, too slow to catch the cunning Fox — but the Master of Hounds has run his quarry to ground a thousand times. Who will prevail? The dogs are ready to run, trained for the chase. An unexplored wilderness lies between the hunter and hunted, and the sun crests the horizon. Let the hunt begin in *Hounded*, an asymmetrical foxhunting game of bluff, escape, trickery, and entrapment! Scheduled to ship in December 2019.

ATG 1380 \$17.95

BANDAI AMERICA

SPOTLIGHT ON



DRAFT BOX 05

Divine Multiverse

DRAGON BALL SUPER DRAFT BOX SET 5 — DIVINE MULTIVERSE (4)

New cards only — 178 types in total! Exclusive rare set: gods and angels. Scheduled to ship in March 2020.

BAN 2513850 \$99.99

BEDROCK GAMES



STRANGE TALES

Adventure in worlds haunted by fox spirits, hopping vampires and ghosts. *Strange Tales* is a Chinese horror RPG inspired by the supernatural accounts of Pu Songling and Yuan Mei. Players confront the supernatural as demon hunters, scholars, wandering swords and dangerous ritual masters. *Strange Tales* provides a streamlined and easy system for quick play and comes with four complete adventures. It also includes a selection of monsters based on Chinese anomaly accounts, folklore, and horror movies. The GM section provides a number of approaches with a focus on monster-of-the-week style play. Scheduled to ship in January 2020.

BED 9008 \$29.99

BLUE PANTHER



KITTY DICE TRAY

Scheduled to ship in December 2019.

BPN 2020 \$15.00



PUPPY DICE TRAY

Scheduled to ship in December 2019.

BPN 2021 \$15.00

CAPSTONE GAMES

SPOTLIGHT ON



COOPER ISLAND

You've come to make your fortune on *Cooper Island*, whose untouched peninsulas stretch out like long arms into the wild Atlantic. With 2 ships and a few workers, each of you has landed on a separate peninsula, which you hope to explore, cultivate, and settle. Will you expand your land quickly, or will you instead spend your efforts cultivating it, making it more and more valuable and productive? Because your ships also serve as victory point markers, even as they sail into the waters of other players, you profit from the lush islets they pass. Scheduled to ship in November 2019.

CSG FG1010 \$69.95

CHAOSIUM

SPOTLIGHT ON



CALL OF CTHULHU: ALONE AGAINST THE FROST

Alone Against the Frost is a solo horror adventure for one player, set during a research expedition to Canada's Northwest Territories during the 1920's. You take on the role of Dr. L. C. Nadelmann, an anthropologist from the renowned Miskatonic University in Arkham, MA. Accompanied by three of your most gifted and practical graduate students, as well as an experienced local guide, you set off into the fabled valley of the North Hanninah in search of the anthropological discovery that will make your career and bring you fame. Or, so you hope. Scheduled to ship in January 2020.

CHA 23164 \$19.99

GAMES

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CHRONICLE BOOKS



GAME OF QUEENS: A DRAG QUEEN CARD RACE

Who is the most outrageous-Trixie Mattel or Divine? Who is the funniest-Coco Peru or Lily Savage? Enter the world of huge hair, sparkling make-up, glitter galore, fake eyelashes, and... the fine art of the tuck and tape, with *Game of Queens!* Pitch queen against queen from across the carnival court of drag, from the female impersonators who pioneered drag performance in the 1970's up to the superstars of the scene today. Scheduled to ship in December 2019.

CHR 1754.....\$14.99



GOING, GOING, GONE!: A HIGH-STAKES BOARD GAME

Thirty-six masterpieces are up for auction. Are they bargains to be snapped up or over-hyped drains on your finances? You'll never know unless you bid! In this board game for up to six players, you travel the world as an art collector scouring the auction houses, visiting art fairs, and making private deals in search of elusive artworks to complete your collection. The winner is the player with the most valuable collection and the most cash in hand at the end of the game. Scheduled to ship in December 2019.

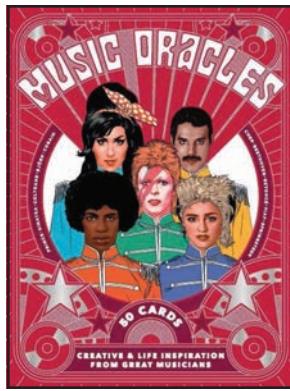
CHR 4083.....\$34.99



PLAY THE PATRIARCHY

Play the Patriarchy is a hilarious way to bash the patriarchy while enjoying game night with your girlfriends. Scheduled to ship in February 2020.

CHR 0687.....\$19.95



MUSIC ORACLES: CREATIVE & LIFE INSPIRATION FROM GREAT MUSICIANS

Be guided and inspired by the gods of the music world with this creative set of oracle cards. Contains 50 oracle cards plus a booklet featuring the artists' biographies and details of how to use the cards. Scheduled to ship in December 2019.

CHR 4229.....\$14.99



STAR WARS: REY AND PALS

New York Times bestselling author of the *Darth Vader and Son* series Jeffrey Brown returns to the *Star Wars* galaxy with a collection of brandnew adventures starring young Rey and Kyo, Finn and Poe, Hux and Phasma, Rose and BB-8—all under the watch of Luke, General Leia, Han, and Chewie. Whether it's Kyo trying to use the Force to cheat at Go Fish, Poe bowling with BB-8, or Rey lifting rocks to play hide and seek, Jeffrey Brown's charmingly hilarious vision will delight *Star Wars* fans of all ages. Scheduled to ship in December 2019.

CHR 0434.....\$14.95



STAR WARS: REY AND PALS FLEXI JOURNAL

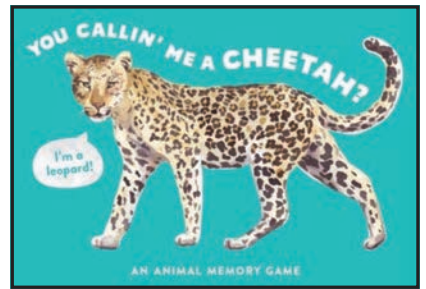
Featuring Jeffrey Brown's charming and humorous artwork, this full-color flexi-journal is filled with the galactic shenanigans of young Rey and friends. Scheduled to ship in December 2019.

CHR 0458.....\$9.95

YOU CALLIN' ME A CHEETAH?: AN ANIMAL MEMORY GAME

Can you tell a hare from a rabbit? What's the difference between a llama and an alpaca? Which has two humps—the Bactrian camel or the dromedary? In this animal matching game with a twist, the goal is to match 25 pairs of animals that look almost the same but that tend to be confused. Includes a fascinating booklet by a zoologist explaining the differences between the animals. Scheduled to ship in December 2019.

CHR 5288.....\$16.99



COMPASS GAMES



ONCE WE MOVE LIKE THE WIND

Their names are virtually synonymous with the long conflicts with the native indigenes of the American West. Cochise, Victorio, Chato, Geronimo. These great war band leaders all come from the various tribes of the Apache, and the Apache Wars dominated the attention of the US government in its westward development for the critical 25 years from the American Civil War to the final capitulation of the natives of the area. Scheduled to ship in December 2019.

CPS 1073.....\$69.00

COOLMINIORNOT



FEATURED ITEM

GIZMOS: 2ND EDITION

The sharpest minds of the generation are gathering together at the Great Science Fair. In the end, only one will walk away with the blue ribbon.

COL GIZ002.....\$39.99



CORVUS BELLI

INFINITY

CORVUS BELLI INFINITY

COMBINED ARMY SHASVASTII MENTORS (SHOCK MARKSMAN RIFLE)

CVB 280697-0789.....\$24.99

HAQQISLAM HORTLAK JANNISARIES (SUBMACHINE GUN)

CVB 281405-0804.....\$24.99

NA2 LIBERTOS FREEDOM FIGHTERS (LIGHT SHOTGUN)

CVB 280743-0802.....\$24.99

O-12 TEAM SIRIUS

CVB 282001-0803.....\$27.59

PANOCEANIA HELOT MILITIA

CVB 281012-0801.....\$24.99

SHADOWRUN[®] SPRAWL OPS[™]

Dive into the mean streets of *Shadowrun* with this unique combination of push-your-luck dice rolling and worker placement!



Order now!



WWW.SHADOWRUNTABLETOP.COM

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COSMODROME GAMES

FIRST CONTACT

An exceptional party game where imaginary ancient Egyptians are trying to overcome the language barrier with... Aliens. In each turn Aliens will draw weird symbols, trying to explain which earth items they'd like to collect. Puzzled Egyptians are trying to figure out what this could mean. *First Contact* is perfect for associative-deductive games lovers. The unique theme adds even more fun to the game process, and every setup gives players new puzzles to solve.

COG 52033.....\$25.00



CRYPTOZOIC ENTERTAINMENT

SPOTLIGHT ON



STEVEN UNIVERSE: BEACH-A-PALOOZA CARD BATTLING GAME

At this year's Beach-a-Palooza, Steven has a surefire way to win: Recruit more Stevens from the timeline and have them all front their own bands! This is your chance to become a Steven and try to put together the best band and audience! But it's not going to be easy: Party Crashers — Corrupted and Homeworld Gems — want to ruin your amazing performance. It's Beach City's event of the year and you're on center stage. Play your cards right and your band might be the big winner! Scheduled to ship in April 2020.

CZE 28395.....\$30.00

DECISION GAMES



MODERN WAR #48: BLOCK BY BLOCK

Block by Block is a two-player conflict simulation of the 1968 Battle of Hu. Players must balance the military difficulties imposed by the challenges of constrained urban warfare and unique terrain of the Hu Citadel, with the overriding considerations of each sides respective political goals. Scheduled to ship in June 2020.

DCG MW48.....\$39.99



WORLD AT WAR #72: PARATROOPER

Paratrooper is a two player game system simulating airborne operations from World War II to Korea. Each game in the system will include one or more scenarios, representing different airborne operations. This first game includes two scenarios. Scheduled to ship in June 2020.

DCG WAW-72.....\$39.99



STRATEGY & TACTICS #321: PARATROOPER: GREAT AIRBORNE ASSAULTS, KOREA

Paratrooper: Great Airborne Assaults, Korea is a game system simulating airborne operations. There are two players, commanding the airborne and defending forces. Combat resolution is quasi-tactical. Central to play of the game is the command system, with players expending command

points to conduct special actions. Scheduled to ship in January 2020.
DCG ST-321.....\$39.99

DORK STORM PRESS

DORK TOWER X: THE TAO OF IGOR

DORK TOWER IS BACK! The fan-favorite, critically-acclaimed comic returns with the eagerly-awaited *TAO OF IGOR*! It's the big day — Mud Con! But is its new director, Igor, ready? Or even awake? And what of Matt, Gilly, and the rest of the gang? Great for new readers, sure to delight old fans, this is the *Dork Tower* collection you've been waiting for! Scheduled to ship in December 2019.

DSP 216.....\$24.99



DYNAMITE ENTERTAINMENT

SPOTLIGHT ON



RED SONJA: HYRKANIA'S LEGACY BOARD GAME EXPANSION

The land of Hyrkania is a vast place and Red Sonja has only just begun her quest. In this thrilling expansion to the original board game, players will encounter brand new regions, treasures, and characters that build upon Red Sonja's legend and create all new experiences within the Legacy game system. These are the days of high adventure! This all-new expansion to the open-world, modular quest game includes 8 new playable heroes, an all-new desert region to explore, over 40 new cards, and a bonus set of playable Legacy characters like Robin Hood, Peter Pan, and more! Scheduled to ship in February 2020.

DYN C128892.....PI

OFFERED AGAIN

O/A RED SONJA: HYRKANIAS LEGACY BOARD GAME

The game allows players to participate as one of their favorite *Red Sonja* Comic Book characters ranging from the Barbarian Osin, the famous Red Sonja herself. These heroes will champion all that is the Hyborian good in 90 minutes as the players travel across the realm of Hyrkania and face dangerous warriors, mythical beasts and the walking souls that haunt the lands. Collect lore-enriched relics, artifacts, weapons and special awards under a heated deadline while re-telling some of Red Sonja's best adventures in comic book and open source fictions history!

DYN C725130265968.....PI



FAT GOBLIN GAMES

PATHFINDER RPG: FELLOW TRAVELERS — ANIMAL COMPANIONS

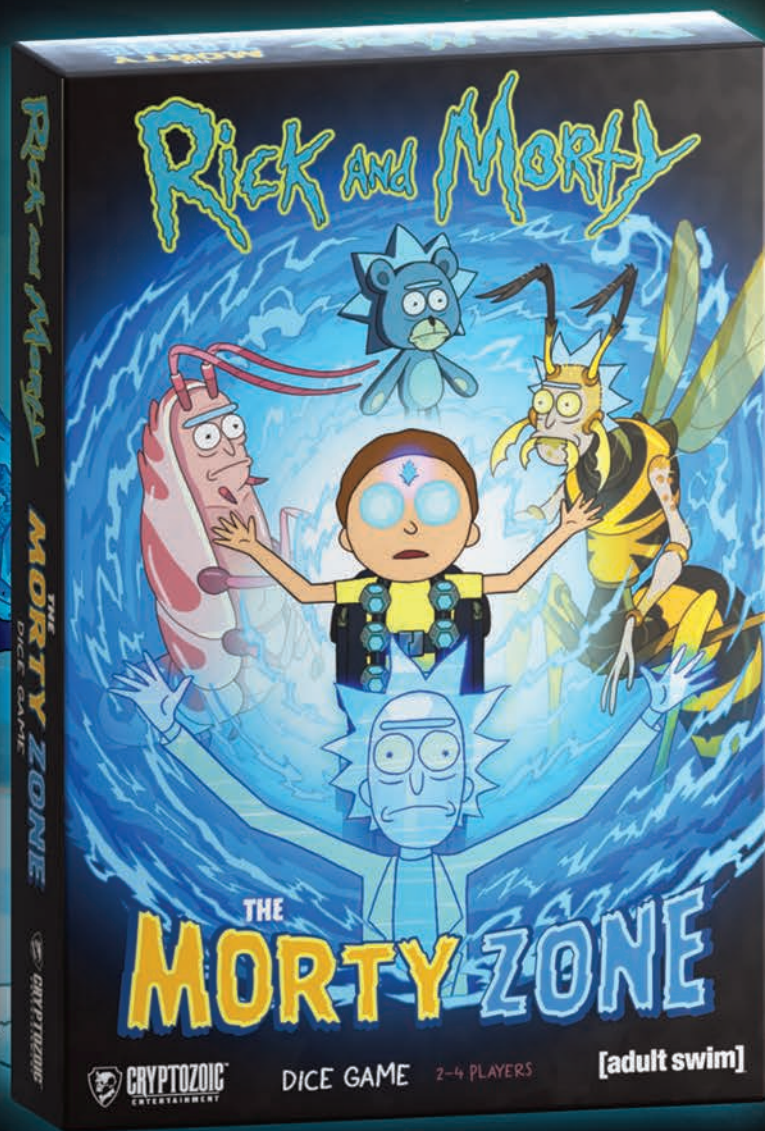
In *Fellow Travelers: Animal Companions*, you'll find over 50 new animal companion types and a large array of new options for Gamemasters and players alike. This includes new special abilities, support benefits, advanced maneuvers, advanced types, specializations, and new training options. It also has advice on how Gamemasters can customize companion types to match their campaigns or offer a wider selection of companion options. Scheduled to ship in December 2019.

FBG 5007.....\$15.95



Rick and Morty

IS BACK!



- Based on the all new Season 4 of Rick and Morty.
- Fast-paced roll-and-write dice game
- Simultaneous play: after rolling dice, all players check off numbers on their dry-erase boards at the same time!
- Rules complexity: easy!
- MSRP: \$25

Oh boy, you've done it now. You grabbed a death crystal and can see all of your potential fates.

Everything you do from now on could lead to a different end, but how do you get to your best death? It's gonna take a combination of Luck and strategy to get there. Roll the dice, choose a path, and awaaaaay we go!



15+



15-20
MINUTES



2-4

AVAILABLE NOW!

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[adult swim]

www.cryptozoic.com





PATHFINDER RPG: GAME CHANGER – ALCHEMICAL TOOLS

In *Game Changers: Alchemical Tools*, you'll find a over 100+ new and expanded alchemical tools ranging from levels 1 to 20 to aid in your adventures. Avoid terrible acid burns with an alkaline neutralizer, keep your lanterns lit through the worst of hurricanes with sureburn oil, or keep that meat-headed ally's battered shield in working order with a rigidity reinforcer no matter the situation, an alchemical solution is but one innovation away! Scheduled to ship in December 2019.

FBG 5008 \$15.95

STRANGER STUFF (TINYD6)

Stranger Stuff is a rules-light tabletop roleplaying game of 1980's inspired adventure, horror, and science fiction, where you play as Kids in their teens. Clearly influenced by the hit Netflix series, but also the great films that inspired that show, *Stranger Stuff* takes the original card-based vs. *Stranger Stuff* game released by Fat Goblin Games and adapts it to be played using TinyD6, a dice-based rules light tabletop roleplaying game, so that you can play both existing adventures with quick adaptation but also prepare the Kids for totally different dangers still to come. Scheduled to ship in December 2019.

FBG 8001 \$19.95



US MARSHALS RPG

US Marshals is a rules-light tabletop roleplaying game that assumes the player-characters are Marshals (or Deputy Marshals) in the American Wild West, official representatives of the Federal government of the United States of America enacting the laws, subpoenas, and will of federal courts, Congress, and the President with broad-reaching jurisdiction. All you need to play are these rules, a few scraps of paper, pencils, at least two six-sided dice (2d6), and a few friends! Scheduled to ship in December 2019.

FBG 9001 \$19.95

VS. THE WASTELAND RPG

Vs. the Wasteland is a roleplaying game in which players struggle to survive in a post-apocalyptic world. Whether the end of the world came from an atomic war, an extinction level event, or a global pandemic; it doesn't really matter. Now, your Survivors live in the ruins of society. Survivors fight for their food and their safety. They fight to continue surviving, in the best ways they can in this desolate world. The fate of the Wasteland is in their hands. Scheduled to ship in December 2019.

FBG 3005 \$15.95



FANTASY FLIGHT GAMES



FEATURED ITEM



ARKHAM HORROR LCG: DARK SIDE OF THE MOON MYTHOS PACK

Embark on a dangerous rescue mission in *Dark Side of the Moon*, the third Mythos Pack in *The Dream-Eaters* cycle for *Arkham Horror: The Card Game*! Scheduled to ship in January 2020.

FFG AHC41 \$14.95

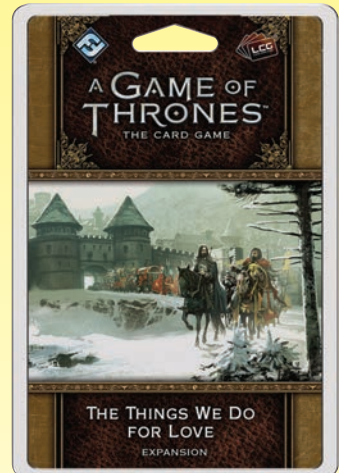


FEATURED ITEM

A GAME OF THRONES LCG: 2ND EDITION – THE THINGS WE DO FOR LOVE PREMIUM PACK

This new Premium Pack contains 88 cards that draw on the game's rich history as both a CCG and LCG, bringing powerful and iconic cards from earlier eras of the game's life to the second edition of the game. Scheduled to ship in January 2020.

FFG GT54 \$19.95



FEATURED ITEM



MARVEL CHAMPIONS LCG: MS. MARVEL GAME MAT

This 24 x 12 slip-resistant game mat gives you plenty of space for your hero's deck, identity card, upgrades, supports, and more while showing off beautiful art! Scheduled to ship in January 2020.

FFG MS16EN PI



FEATURED ITEM



MARVEL CHAMPIONS LCG: MS. MARVEL HERO PACK

Ms. Marvel is one of the most flexible heroes in the game, able to fit into whatever role is needed while learning to be a hero and protecting her friends from harm! Scheduled to ship in January 2020.

FFG MC05EN \$14.95

FIRELOCK GAMES



SCURVY DICE

Prepare to set sail for fortune and fame on the ocean's blue! As a newly recruited captain in *Scurvy Dice*, you will outfit your ships with sails, cannons, and men to battle your way to the mythical Parrot Island. Once you're sure you've had your fill of gold, it's time to race to Monkey Grove and secure your haul. Legendary captains may even be willing to temporarily join your crew for a chance at the booty! So batten down the hatches, hoist the mainsail, and roll out the cannons! The battle to prove who's the most cunning pirate captain of the seven seas is about to begin!

FGD SCD0001 \$15.00

FORMAL FERRET GAMES

HIGH RISE

High Rise is a city building strategy board game with a bit of corruption. In the game, you and your opponents are constructing skyscrapers in a somewhat reputable city. You'll move around the board on a one-way track, choosing any unoccupied space ahead of you and doing its action, and waiting for everyone to pass you until you take your next action. Most of the spaces on the board represent Tenants; various corporations and government entities who would love to move into a notable new building.

FRM 643952 \$70.00



GALE FORCE NINE

DUNGEONS & DRAGONS RPG: EBERRON — RISING FROM THE LAST WAR

Scheduled to ship in December 2019.



COLLECTOR'S SERIES MINIATURES — LORD OF BLADES

GF9 71102 \$20.00



NATIONS OF KHORVAIRE MAP SET

GF9 72794 PI



COLLECTOR'S SERIES MINIATURES — WARFORGED

GF9 71101 \$30.00



DM SCREEN

GF9 73713 \$15.00

STAR TREK ASCENDANCY

Scheduled to ship in November 2019.



ANDORIAN DICE

GF9 ST035 \$10.00



SPACE LANE DICE

GF9 ST036 \$10.00



VULCAN DICE

GF9 ST034 \$10.00



ANDORIAN ESCALATION PACK

GF9 ST025 \$10.00



ANDORIAN STARBASES (3)

GF9 ST024 \$15.00



VULCAN ESCALATION PACK

GF9 ST027 \$10.00

GALLANT KNIGHT GAMES

ZORRO: THE ROLEPLAYING GAME

Zorro, the classic swashbuckling freedom fighter and hero, makes his full tabletop roleplaying game debut! Ally with Zorro as you carve your own initials into the fight against evil land and railroad barons, scoundrel soldiers, and those who would abuse and take from the less fortunate! This rulebook brings Zorro to the tabletop in a complete game, powered by the brand new edition of West End Games classic ruleset: D6 System 2e (developed under license from West End Games!) Scheduled to ship in January 2020.

GAL 060 \$50.00



GAMES WORKSHOP

WARHAMMER 40K



DARK IMPERIUM

The *Warhammer 40,000* core boxed set comes complete with two armies of brand-new miniatures (The Primaris Space Marines and the Death Guard), plus a booklet for each army containing background information and data sheets, as well as the *Warhammer 40,000* hardcover rulebook, Dice, and Range Rulers.

GAW 40-01 \$160.00



GAMES

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**FIRST STRIKE STARTER SET**

Designed for both new and experienced Warhammer 40,000 players, *First Strike* comes complete with miniatures, rules, a guidebook, a pocket-sized Battle Primer, and a double-sided gaming mat that doubles as a set of cardboard Munitorum Armoured Containers.

GAW 40-04 \$40.00

**KNOW NO FEAR STARTER SET**

Containing full armies for the Death Guard and the Primaris Space Marines, *Know No Fear* is a comprehensive starter set for Warhammer 40,000 that comes complete with rules, a gaming mat, and card scenery.

GAW 40-03 \$80.00

**WARHAMMER
AGE OF SIGMAR****STORM STRIKE**

Intended as a lower-level entry product to the Games Workshop hobby. Build and play with Stormcast Eternals and Nighthaunt models, comes with everything a player needs to start playing.

GAW 80-15 \$40.00

WARHAMMER UNDERWORLDS**BEASTGRAVE**

The next installment of the hugely successful Warhammer Underworlds game system, an action-packed combat game for two players. Tightens up the rules to make it the best competitive game possible and includes two new push-fit plastic warbands: Kurnoth Aelves and Beasts of Chaos. Supports previously released Warhammer Underworlds products.

GAW 110-02 \$70.00

**THE GRYMWATCH**

A multipart plastic kit that makes 7x push-fit plastic Grymwatch miniatures. A fast moving Flesh Eater Courts warband. Contains band-specific and universal cards. Scheduled to ship in October 2019.

GAW 110-63 \$30.00

GATE KEEPER GAMES**DICE TOWER DICE CASE**

Scheduled to ship in November 2019.

GKG DC02 \$4.95

**HALFSIES DICE
(7 POLYHEDRAL DICE SET)**

Scheduled to ship in November 2019.

**ADAMANTINE**

GKG H29 \$13.95

**THE COURT JESTER**

GKG H13 \$13.95

**GLAMOUR**

GKG H18 \$13.95

**KING'S DICE**

GKG H30 \$13.95

**PANTHER**

GKG H58 \$13.95

**PRINCESS**

GKG H51 \$13.95

**ROBIN HOOD**

GKG H20 \$13.95

**BUBBLE GUM**

GKG N0102 \$14.95

**CRIMSON**

GKG N010 \$14.95

**GLACIER**

GKG N0302 \$14.95

**HUNTER**

GKG N020 \$14.95

**VIOLET**

GKG N050 \$14.95

**REALITY SHARD (7
POLYHEDRAL DICE SET)**

Scheduled to ship in November 2019.

**DEVOTION**

GKG R93339 \$16.95

**MIGHT**

GKG R22922 \$16.95

**THOUGHT**

GKG R55355 \$16.95



TRUTH
GKG R77877\$16.95

SUPERNOVA DICE (7 POLYHEDRAL DICE SET)

Scheduled to ship in November 2019.



ADAMANTINE
GKG SN209.....\$14.95



PSIONIC COMBAT
GKG SN503.....\$14.95



THE HEIR
GKG SN309.....\$14.95



YIN YANG
GKG SN708.....\$14.95



MAGMA
GKG SN218.....\$14.95

GREEN RONIN PUBLISHING



THE EXPANSE: ABZU'S BOUNTY
Readers of *The Expanse* novels have thrilled to the adventures of the crew of the Rocinante. Now it's your turn to make your mark! Abzus Bounty presents a series of six full-length scenarios designed for a new crew of characters in *The Expanse Roleplaying Game*. They embark on a series of adventures, from a fateful discovery in the rings of Saturn to acquiring their own ship to a deadly confrontation that could change the course of history for the entire solar system. Abzus Bounty is the perfect way to kick off a new campaign. Get ready for launch! GRR 6603.....\$32.95

INDIE BOARDS & CARDS



AEON'S END DBG: INTO THE WILD
An ancient Nameless has begun moving north, spreading death and decay wherever it goes. Only two of the youngest, strongest mages see it coming, a boy from the woods who speaks to the plants and a girl deeply connected with a wild beast. But their opponent may not merely be Nameless alone, but corruption from within. *Into The Wild* contains a continuation of *The New Age* story with a new narrative expedition, one new nemesis and two new breach mages, as well as new gems, relics, spells, treasures, and minions. IBC AETW01\$19.99

TERROR BELOW

HUNT OR BE HUNTED!

AVAILABLE NOW!

MSRP \$45 Ages 8+ 1-4 Players 30 min

www.renegadegames.com



IDW
GAMES



TEENAGE MUTANT NINJA TURTLES ADVENTURES: CHANGE IS CONSTANT

Teenage Mutant Ninja Turtles Adventures: Change Is Constant is a scenario-driven miniatures role-playing game created in IDW's Adventures Universal Game System. Play as one of the four ninja turtles or Casey Jones, or take on the role of Baxter and command his robot fleet, including the menacing Mega-Mouser.

- Includes 59 miniatures
- Over a dozen scenarios
- Introduces A.I. mode for fully cooperative play
- Compatible with the Adventures Universal Game System



IDW 01680.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

DECEMBER RELEASE!



TEENAGE MUTANT NINJA TURTLES ADVENTURES: CITY FALL

It's dark times for the Teenage Mutant Ninja Turtles! The Shredder has seized control of the city and worse, he's brainwashed Leonardo into joining the Foot Clan! Play as one of five NEW heroes or take on the role of the Shredder and lead the Foot to victory, with his new "chunin" and secret weapon, Dark Leo.

- Includes 40 miniatures
- Over 20 scenarios
- Introduces A.I. mode for fully cooperative play
- Compatible with the Adventures Universal Game System

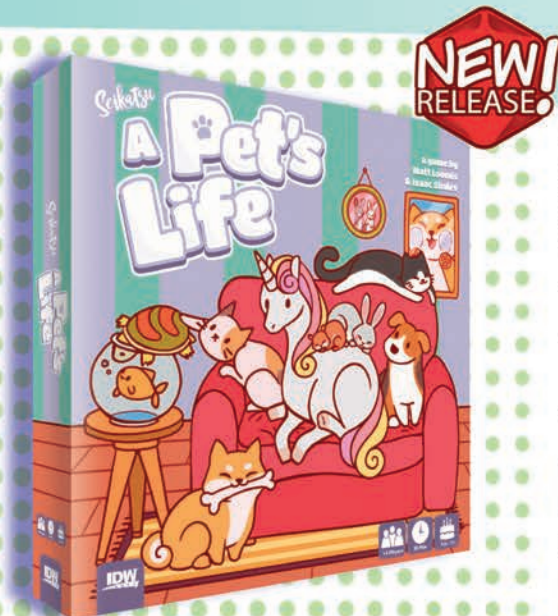


IDW 01682.....\$124.99

DESIGNER: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTIST: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

DECEMBER RELEASE!

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SEIKATSU: A PET'S LIFE

A family-friendly update to the hit tile-laying game! As adorable pets are placed around a living room board, players score by matching cute animals. As the room fills with pets, players will need to change their focus to the color of the pillows the pets are laying on because additional points are scored on the number of matching pillows they have in their rows.

- A new family-friendly theme for the original hit game.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- An easy-to-learn and quick-to-play game with a unique scoring system.



IDW 01827.....\$29.99

DECEMBER RELEASE!

DESIGNER: ISAAC SHALEV & MATT LOOMIS
ARTIST/COVER: NEYTIRIX

WWW.IDWGAMES.COM

GTM

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NEW!
RELEASE



NARUTO SHIPPUDEN: VILLAGE DEFENDERS

Naruto Shippuden: Village Defenders is a fast paced, cooperative card game where players assume the role of TEAM 7's heroes as they fight back an invading force of enemies that fans of *Naruto Shippuden* will be quick to recognize.

- A cooperative card game based on the legendary anime series, defend Leaf Village from destruction.
- Play as your favorite *Naruto Shippuden* characters and face off against the series classic villains.
- Work together with your friends to build combos, focus your chakra, and unleash massive attacks.



IDW 01673.....\$19.99

DESIGNER: TEAM LYNNVANDER

NOVEMBER RELEASE!

FAN
FAVORITE!



GHOSTBUSTERS: BLACKOUT

Ghostbusters: Blackout is a fully cooperative board game for 1-4 players. In it, players roll dice and allocate them to move around the city, capture ghosts, and buy upgrades for their ghost-busting tech, all while trying to keep the city from collapsing from the ensuing chaos!

- The Ghostbusters are out to bust familiar faces and unforgettable foes after a city-wide blackout allowed all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, *Ghostbusters Blackout* challenges 1-4 players to travel all over New York to bust baddies and keep the mass hysteria to a minimum.
- Roll and allocate dice to bust ghosts, buy upgrades, and move around the board in a game that will constantly having you wish for just one more die.



IDW 01678.....\$39.99

DESIGNER: JON COHN

ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!

SEIKATSU

Seikatsu is a competitive tile-laying game where players are vying to create the most breathtaking garden view from the perspective of their pagoda. Featuring a one-of-a-kind dual aspect tile design, players must weigh the benefits of scoring flocks of birds now, or the benefits of planting sets of flowers to be scored later. In a battle of serenity, tensions will be high as the best tile placement may also aid your neighbor.

- Game design from Isaac Shalev and Matt Loomis.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- A mind-bending game of perspective that will have players entering a meditative state.



IDW 01267.....\$29.99

DESIGNER: ISAAC SHALEV & MATT LOOMIS
ARTIST: PETER WOCKEN & LUCAS MENDONÇA
COVER: PETER WOCKEN & SOON YI WARREN

AVAILABLE NOW!

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WWW.IDWGAMES.COM



KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE #273

This multiple award-winning comic magazine features the hilarious misadventures of a group of gamers (the Knights) and their friends, along with useful role-playing and other articles for gamers, from a gamers perspective. Its a slice of (fantasy) life in strips, articles, reviews and features, and a wonderful celebration of the gaming culture! Scheduled to ship in February 2020.

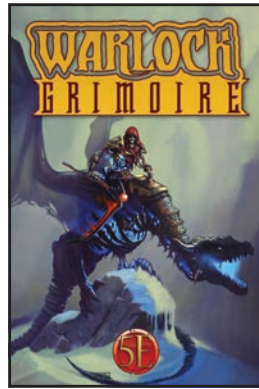
KEN 273.....\$5.99

KOBOLD PRESS

DUNGEONS & DRAGONS RPG: WARLOCK GRIMOIRE HARDCOVER

Within these dusty pages, uncover the secrets of the world, indeed, of the branches of the multiverse! Collected here are entire lost volumes of esoteric truths. Only for you, the Warlock Grimoire. Scheduled to ship in December 2019.

PZO KOBWARGRIM.....\$24.99



KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG

SPOTLIGHT ON



IGNITION ASSAULT BOOSTER DISPLAY (24)

Winter 2020's 100-card booster set heats things up with Ais 'Ignister' cards from the climax of Yu-Gi-Oh! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84707.....\$95.76

SPOTLIGHT ON

IGNITION ASSAULT SPECIAL EDITION BOX DISPLAY (10)

Each Ignition Assault Special Edition contains 3 Ignition Assault booster packs, as well as 2 (of 4) Super Rare variant cards in every box! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84734.....\$99.90



SPOTLIGHT ON



LEGENDARY DUELISTS – MAGICAL HERO BOOSTER DISPLAY (36)

Legendary Duelists: Magical Hero features Yugi's Dark Magician and Dark Magician Girl in the ultimate magical team-up! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84688.....\$71.64

SPOTLIGHT ON



THE DARK SIDE OF DIMENSIONS MOVIE PACK SECRET EDITION DISPLAY (10)

The secret is out! Your favorite cards from Yu-Gi-Oh! The Dark Side of Dimensions film return in Movie Pack Secret Edition, featuring the coveted Blue-Eyes Alternative White Dragon! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84749.....\$99.90

SPOTLIGHT ON



YUGI'S LEGENDARY DECKS (UNLIMITED)

This holiday season Yu-Gi-Oh! fans can re-live the entire history of the original Duelist! Yugi's Legendary Decks contains three different Decks used by the King of Games himself, plus several unique, collectible foil cards, all in one magnificent set! Scheduled to ship in December 2019.

KON 83009.....\$29.99

LEGENDARY GAMES



LEGENDARY PLANET: THE DEPTHS OF DESPERATION (5E)

A Deadly Decision in the Deep. A desperate search for a way home becomes something far greater when your heroes stumble into the middle of an all-out invasion on the ocean planet of Varea! Victory and defeat alike may come with a terrible price in The Depths of Desperation! The Depths of Desperation is an adventure for 14th to 17th-level characters using the 5th Edition of the world's most famous roleplaying game. Scheduled to ship in January 2020.

LGP 207LP075E.....\$24.99

PATHFINDER RPG: SECOND EDITION SPELL CARDS

Scheduled to ship in December 2019.



ARCANE BASIC

An Awesome Accessory for your Arcane Spellcaster! The Arcane Basic set includes spell cards for all arcane cantrips and 1st- and 2nd-level spells for Pathfinder Second Edition, from acid arrow to web, with complete rules for every spell. Spells are placed one to a card, save a handful of highly complex spells spread over 2-3 cards. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets!

LGP 411SSC01PF2.....\$19.99



**DIVINE BASIC**

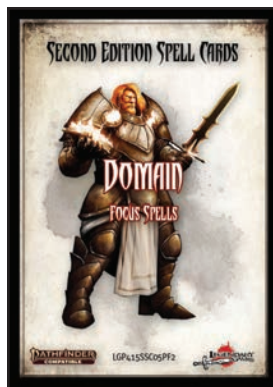
An Awesome Accessory for your Divine Spellcaster! The *Divine Basic* set includes spell cards for all divine cantrips and 1st- and 2nd-level spells for *Pathfinder Second Edition*, from air bubble to water walk, with complete rules for every spell. Spells are placed one to a card, save a handful of highly complex spells spread over 2-3 cards. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets!

LGP 412SSC02PF2\$15.99

**PRIMAL BASIC**

An Awesome Accessory for your Primal Spellcaster! The *Primal Basic* set includes spell cards for all primal cantrips and 1st- and 2nd-level spells for *Pathfinder Second Edition*, from acid arrow to web, with complete rules for every spell. Spells are placed one to a card, save a handful of highly complex spells spread over 2-3 cards. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets!

LGP 414SSC04PF2\$19.99

**DOMAIN SPELLS**

An Awesome Accessory for your Cleric Domains! The *Domain Spells* set includes domain spells for all 37 *Pathfinder Second Edition* cleric domains, from agile feet to zeal for battle, with complete rules for every spell. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets! Second Edition Spell Cards bring you a killer collection of handy spell resources that makes life easy on you as the player.

LGP 415SSC05PF2\$17.99

**NIGHTSTALKER SHADOWHOUNDS REGIMENT**

MGE MGKWN305\$29.99

KINGS OF WAR VANGUARD

Scheduled to ship in January 2020.

**NORTHERN ALLIANCE DWARF CLANSMEN REINFORCEMENT PACK**

MGE MGVAL301\$17.99

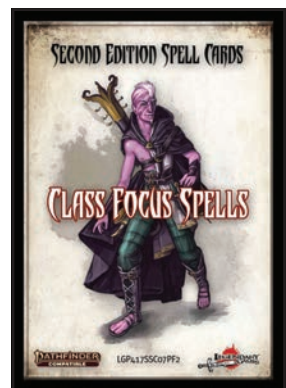
**OCCULT BASIC**

An Awesome Accessory for your Occult Spellcaster! The *Occult Basic* set includes spell cards for all occult cantrips and 1st- and 2nd-level spells for *Pathfinder Second Edition*, from alarm to ventriloquism, with complete rules for every spell. Spells are placed one to a card, save a handful of highly complex spells spread over 2-3 cards. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets!

LGP 413SSC03PF2\$19.99

PATHFINDER RPG: SECOND EDITION SPELL CARDS

Scheduled to ship in January 2020.

**CLASS FOCUS SPELLS**

Special Spells for Six Classes! The *Class Focus Spells* set includes spell cards for *Pathfinder Second Edition* bards, champions, druids, monks, sorcerers, and wizards, including all levels for each class, from champions sacrifice and fatal aria to ki blast and tempest surge, with complete rules for every spell. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets! Second Edition Spell Cards bring you a killer collection of handy spell resources that makes life easy on you as the player.

LGP 417SSC07PF2\$19.99

**DEVOTEE SPELLS**

An Awesome Accessory for your Devoted Cleric! The *Devotee Spells* set includes spell cards for the unique magics granted by each deity in the official *Pathfinder Second Edition* pantheon, from animal form to weapon storm, with complete rules for every spell. Print the cards you need or order a set of printed cards, perfect to use with your own deck boxes or card sheets! Second Edition Spell Cards bring you a killer collection of handy spell resources that makes life easy on you as the player.

LGP 416SSC06PF2\$14.99

MANTIC ENTERTAINMENT**KINGS OF WAR: 3RD EDITION**

Scheduled to ship in January 2020.

**NIGHTSTALKER HORROR RIFT WEAVERS**

MGE MGKWN301\$17.99

**NIGHTSTALKER PHANTOMS TROOP**

MGE MGKWN304\$29.99

**NIGHTSTALKER REAPERS TROOP**

MGE MGKWN303\$29.99

**NORTHERN ALLIANCE WARBAND SET**

MGE MGVAL103\$44.99

TERRAINCRATE (FROM THE PAGES OF HELLBOY)

Scheduled to ship in January 2020.

**DUNGEON CREATURES**

MGE MGTC141\$29.99

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MGE MGTC140\$29.99



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O/A PERFECT FIT INNER SLEEVES-SMALL (100)

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PLAYMATS



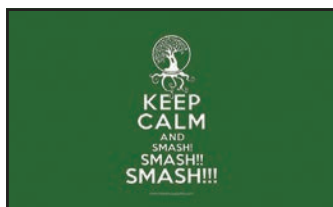
O/A KEEP CALM AND CORRUPT THEM ALL

MAX 8010MKCBLK PI



O/A KEEP CALM AND BURN IT DOWN

MAX 8010MKCREG PI



O/A KEEP CALM AND SMASH SMASH SMASH

MAX 8010MKCGRN PI



O/A KEEP CALM AND CRUSADE FOR THE LIGHT

MAX 8010MKCWHT PI

MODIPHIUS



FALLOUT: WASTELAND WARFARE – NUKA COLA CAPS SET REVISED

This is a set of 50 distressed Nuka-Cola bottle caps made by an official bottle cap manufacturer with an approved graphic design to resemble authentic Nuka-Cola caps! This set also includes stickers to allow you to use the caps as tokens. There is also an exclusive weapon card for use in your game of *Fallout: Wasteland Warfare, the Bottle Cap Mine*. Great for cosplayers and *Fallout* fans as well as *Wasteland Warfare* players! Scheduled to ship in December 2019.

MUH 051904 \$15.99

MONDO

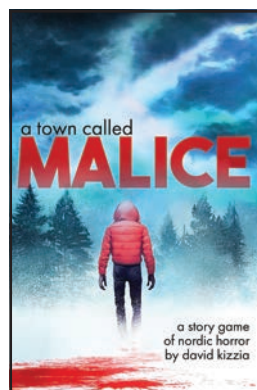


VIDEO VORTEX

Video Vortex is a competitive deck-building game for 2-4 players set in a radioactive future Earth inhabited by video-obsessed mutants. Each genre-worshipping character must strategically employ their individual mutant powers while battling opponents and navigating game effects in an attempt to seize control of the wasteland. On their respective turns, players will spend energy to play special cards, power their deck with rentals from the local video store, and eject chosen cards from play to weaken foes.

MNG 6827 \$40.00

MONKEYFUN STUDIOS



A TOWN CALLED MALICE

The new story game by Monkeyfun Studios, a combination of thematic Nordic Noir such as *The Girl with the Dragon Tattoo*, *Broadchurch* and *The Killing*, with isolated horror similar to *Thirty Days of Night*, *The Thing* and *Fortitude*. Heavily influenced by *Twin Peaks* in its portrayal of small town secrets and underlying darkness that pervades every step the characters take. Scheduled to ship in January 2020.

MFS 5501 \$24.99



SPIRIT OF 77 – GREATEST HITS, VOL. 2

Spirit of 77 is back and bigger than ever with six more slam-bang adventures in one printed collection – Includes 'Nightmare at 77,000 Feet', 'All the Antichrist's Men', 'Meanwhile, Back at the Ranch...' and more! Can you dig it?? Scheduled to ship in January 2020.

MFS 77104 \$24.99

MONSTER FIGHT CLUB

MONSTER GAME MATS

Scheduled to ship in March 2020.



BROKEN GRASSLAND / DESERT SCRUBLAND ADVENTURE GRID

22"x30"..... \$35.00

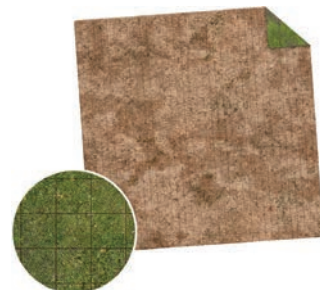
MFC 20202..... \$35.00

3"x3"..... \$40.00

MFC 20203..... \$40.00

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MFC 20200..... \$100.00



BROKEN GRASSLAND / DESERT SCRUBLAND

3'x3'..... \$40.00

MFC 20103..... \$40.00

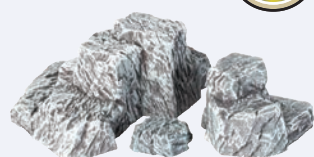
6'x4'..... \$100.00

MFC 20100..... \$100.00

SPOTLIGHT ON



BRIDGES & BARRICADES
MFC 10400..... \$40.00



ROCK HILLS
MFC 10200..... \$40.00



BROKEN GROUND
MFC 10300..... \$40.00



VERDANT FOREST
MFC 10100..... \$40.00



VERDANT GREEN BUSHES
MFC 10500..... \$24.00

ONYX PATH PUBLISHING



TRINITY CONTINUUM RPG: AEON
Set in the year 2123, *Trinity Continuum: Aeon* depicts a future Earth, still in the process of recovery from a devastating war and starting to expand into space. Nations that avoided the brunt of the destruction have transformed into leading political forces, while other regions are either home to struggling survivors in the ruins of their former countries, or living under a fascist regime intent on restoring order at any cost. Bio-engineering technology mixes with psionic orders creating new power structures, while alien contact has been made with mixed results. Scheduled to ship in December 2019.
ONX TRI002..... \$49.99



TRINITY CONTINUUM RPG: AEON REFERENCE SCREEN
The Trinity Continuum: on Reference Screen includes all the rules a Storyguide needs to run a game of on. Additionally, the three-panel screen comes with a booklet that covers how to create a psionic character found in on using the Storypath system. Scheduled to ship in December 2019.
ONX TRI014..... \$19.99



TRINITY CONTINUUM RPG: CORE
The *Trinity Continuum* Core rules provide a contemporary baseline, allowing you to explore modern scenarios in various genres. Present day scenarios involving dedicated investigators, audacious con artists, underground dogooders, and intrepid explorers can all work within the structure provided. The Storypath System is a set of rules designed to power Onyx Path-owned gamelines such as the *Trinity Continuum* and *Scion: Second Edition*. Scheduled to ship in December 2019.
ONX TRI001..... \$39.99

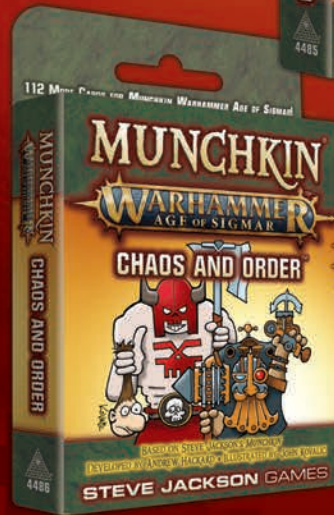
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GAMES

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GM

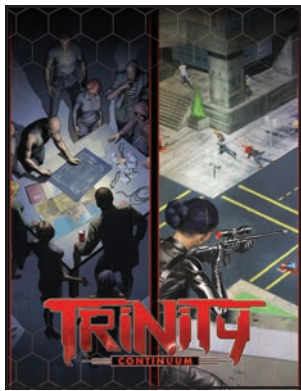
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GAMES

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TRINITY CONTINUUM RPG: REFERENCE SCREEN

The *Trinity Continuum* Reference Screen includes all the rules a Storyguide needs to run a game using the corebook. Additionally, the three-panel screen comes with a booklet that covers character creation and the basics of the Storypath system. Scheduled to ship in December 2019.

ONX TRIO13.....\$19.99



PATHFINDER RPG: ADVENTURE PATH – EXTINCTION CURSE PART 2 – LEGACY OF THE LOST GOD (P2)

The heroes bring their Circus of Wayward Wonders to the city of Escadar to capitalize on their newfound fame and skills. Scheduled to ship in February 2020.

PZO 90152.....\$24.99



PATHFINDER RPG: FLIP-MAT – THE DEAD GOD’S HAND MULTI-PACK (P2)

Bring your *Dead God's Hand* adventures to life on your tabletop with this pair of double-sided full-color Flip-Mats featuring key encounter locations from the *Pathfinder Second Edition* deluxe adventure on either side! Scheduled to ship in February 2020.

PZO 30105.....\$24.99



STARFINDER RPG: ADVENTURE PATH – THE THREEFOLD CONSPIRACY 1 – THE CHIMERA MYSTERY

This adventure begins the *Threefold Conspiracy* Adventure Path, a six-part, monthly campaign in which the heroes unravel the machinations of insidious aliens who have infiltrated galactic society. Scheduled to ship in February 2020.

PZO 7225.....\$22.99



VAMPIRE THE MASQUERADE: CHICAGO BY NIGHT

This new edition is a supplement for *Vampire: The Masquerade 5th Edition*. *Chicago By Night* includes all the information you need to build ongoing chronicles. From courtly intrigue within the Masquerade to confrontations at the Succubus Club, this setting sourcebook will help Storytellers develop rich and rewarding tales of excess set in the Windy City. It also includes information and game rules for the Lasombra, introducing the clan into *Vampire: The Masquerade 5th Edition*. Scheduled to ship in January 2020.

ONX VTM5001.....\$45.00



PATHFINDER RPG: ADVENTURE PATH – RISE OF THE RUNELORDS ANNIVERSARY EDITION (POCKET EDITION) (1ST EDITION)

Pathfinder's classic first Adventure Path campaign now available in softcover! Scheduled to ship in February 2020.

PZO 1002-PE.....\$29.99



PATHFINDER RPG: PAWNS – BASE ASSORTMENT (P2)

Designed for use with the *Pathfinder Roleplaying Game*, this set includes 36 bases — 21 Medium bases, 10 Large bases, and 5 Huge bases — each perfectly sized for battles on *Pathfinder* Flip-Mats, Flip-Tiles, or other gridded game mats. Scheduled to ship in January 2020.

PZO 1036-B.....\$14.99



STARFINDER RPG: PAWNS – ALIEN ARCHIVE 3 PAWN BOX

The galactic threats of *Starfinder* Alien Archive 3 come alive on your tabletop with this box-busting collection of more than 300 creature pawns for use with the *Starfinder* Roleplaying Game or any tabletop science fantasy RPG! Scheduled to ship in February 2020.

PZO 7415.....\$44.99

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE GEAR DECK (P2)

With this 110-card deck of vital adventuring gear, you don't have to worry about forgetting to bring the right piece of equipment ever again. Scheduled to ship in February 2020.

PZO 2216.....\$22.99



PATHFINDER RPG: ADVENTURE – THE DEAD GOD’S HAND HARDCOVER (P2)

Delve into ancient secrets below the City at the Center of the World in this deluxe campaign-arc adventure for *Pathfinder Second Edition*! Scheduled to ship in February 2020.

PZO 9556.....\$34.99



PATHFINDER RPG: WEAPONS AND ARMOR DECK (P2)

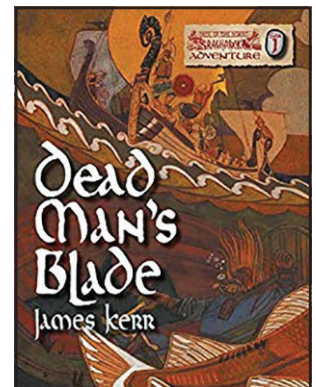
The *Pathfinder* Weapons & Armor Deck contains cards for every 1st-level weapon, armor, and shield in the *Pathfinder Core Rulebook*, as well as for alchemical bombs, complete with statistics and descriptions. Scheduled to ship in December 2019.

PZO 2209.....\$22.99

PENDELHAVEN GAMES

FATE OF THE NORNS: RAGNAROK ADVENTURES

Scheduled to ship in January 2020.



DEAD MAN'S BLADE

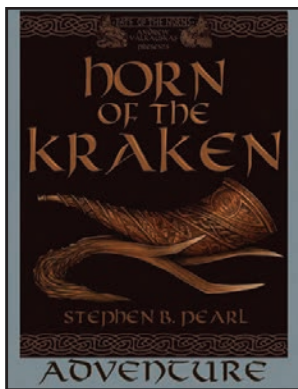
This is a prequel adventure for the *Horn of the Kraken* adventure.

PNH 0040.....\$34.98

GTM

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HORN OF THE KRAKEN

This adventure is similar to Fafnir's Treasure and is based on the novel by the same name. Scheduled to ship in January 2020.
PNH 0034.....\$39.98

PRIVATEER PRESS



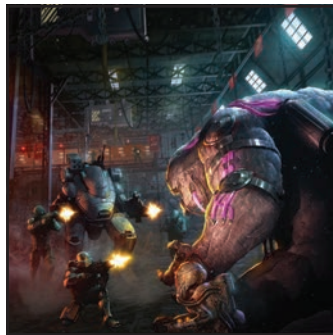
anyone can possibly imagine Scheduled to ship in January 2020.
PIP 62004-NEW.....\$89.99

LEVEL 7 (OMEGA PROTOCOL) EXTREME PREJUDICE EXPANSION 2ND EDITION

After the Agency executed Omega Protocol, Subterra Bravo was nothing but a smoldering crater. We thought there were no survivors. We were wrong. Dr. Cronos is at large. A new team of Agency commandos, call sign Tin Man, has tracked the rogue alien to a secret research facility in Russia. Their mission: exterminate. Scheduled to ship in January 2020.
PIP 62008-NEW.....\$54.99

LEVEL 7 (OMEGA PROTOCOL) 2ND EDITION

Overrun with swarms of monstrous genetic creations led by their nefarious alien overseers, the underground facility of Subterra Bravo is the epicenter of an unfathomable government conspiracy that must be kept secret at all costs. To cover up the truth, the shadowy agency in charge of the operation has initiated Omega Protocol, dispatching an elite team of commandos to retake Subterra Bravo and eradicate all evidence of the sinister creatures within. But the threat these creatures and their alien overlords pose may be far greater than



NOT FINAL ART

MONSTERPOCALYPSE

Scheduled to ship in January 2020.



INCINERUS ELEMENTAL CHAMPIONS MONSTER (RESIN AND WHITE METAL)

PIP 51080.....PI



MOLLOCK BRUTES AND MOLLOCK BERSERKER SUBTERRANEAN UNIT (WHITE METAL)

PIP 51079.....PI



STEEL SHELL CRABS AND PSI-EEL TRITON UNIT (WHITE METAL)

PIP 51078.....PI



XIXORAX SAVAGE SWARM MONSTER (RESIN AND WHITE METAL)

PIP 51081.....PI

RIOT QUEST

Scheduled to ship in January 2020.



DOCTOR STYGIUS SPECIALIST (WHITE METAL)

PIP 63019.....PI



SCYTHE GUNNER (WHITE METAL)

PIP 63020.....PI

WARMACHINE

Scheduled to ship in January 2020.



MERCENARIES MORROWAN LEGION OF LOST SOULS UNIT (WHITE METAL)

PIP 41170.....\$79.99



MERCENARIES MORROWAN ORDER OF ILLUMINATION UNIT (WHITE METAL)

PIP 41171.....\$49.99



MERCENARIES MORROWAN THAMARITE ADVOCATE SOLO (WHITE METAL)

PIP 41172.....\$15.99

Q-WORKSHOP



PATHFINDER AGE OF ASHES DICE SET (7)

QWS SPAS2Y.....\$13.00

REAPER MINIATURES



BONES BLACK

Scheduled to ship in December 2019.

10 FT CONTAINER
RPR 49025.....\$6.99

40 FT CONTAINER
RPR 49024.....\$12.99

ANDROMEDAN QUEEN
RPR 49023.....\$3.49

ANDROMEDAN VIZIER
RPR 49022.....\$3.49

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RPR 44107.....\$3.49

ENLARGED DARK DWARF SMITER
RPR 44109.....\$5.99

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RPR 44105.....\$4.99

HELL HOUNDS (3)
RPR 44100.....\$9.99

MOCKINGBEAST (BED)
RPR 44106.....\$4.99

PENGUIN ATTACK PACK (4)
RPR 44104.....\$9.99

PYGMY MAMMOTH
RPR 44111.....\$8.99

RAND
RPR 49021.....\$3.49

SCI FI BARRELS (2)
RPR 49026.....\$4.99

TIDAL LURKER
RPR 44099.....\$4.99

BONES MONTHLY ASSORTMENT PACKAGE DECEMBER 2019

Scheduled to ship in December 2019.
RPR 97425.....\$119.10

DARK HEAVEN: BONES

Scheduled to ship in December 2019.

ALEON, D6 RPR 77647.....\$2.99

D TENIAN, D10 RPR 77649.....\$2.99

GRIMTALON THE ROC
RPR 77946.....\$29.99

KING OF HELL RPR 77644.....\$13.99

KOBOLD LEADERS RPR 77653.....\$4.99

KOBOLD MOOKS RPR 77652.....\$4.99

OCTROX, D8 RPR 77648.....\$2.99

PYRAM THE PINCHER, D4
RPR 77646.....\$2.99

QUEEN OF HELL RPR 77645.....\$13.99

SIR VIGINTOR, D20 RPR 77651.....\$2.99

THACOVIVUS, D12 RPR 77650.....\$2.99



ETERNAL: CHRONICLES OF THE THRONE-GOLD AND STEEL

(RGS02070)

- The Markets are open! Craft your plan with special cards you can access at just the right moment!
- 80 new cards and four new mechanics bring a wide variety of new strategies to Eternal: Chronicles of the Throne!
- Earn Gold to purchase cards from the Market for immediate use!

MSRP: \$20 Ages: 12+ 2-4 Players 30-45 Min

February Release!

NEW
RELEASE



CLANK! A DECK-BUILDING ADVENTURE

(RGS00552)

- Sneak into an angry dragon's mountain lair to steal precious artifacts!
- Delve deeper to find more valuable loot!
- Acquire cards for your deck and watch your thievish abilities grow!

MSRP: \$60 Ages: 13+ 1-4 Players 60 Min

Available Now!

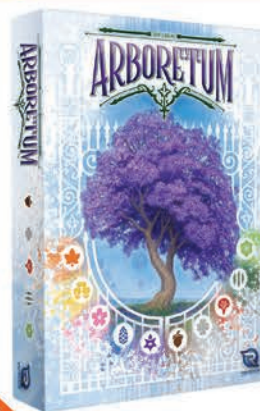


ARBORETUM (RGS00830)

- Create the most beautiful and efficient path through the garden.
- Plant as many trees as possible, but make sure to save some to exert your control.
- Stunning new art from Beth Sobel compliments this elegant card game.

MSRP: \$20 Ages: 8+ 2-4 Players 30 Min

Available Now!



BARGAIN QUEST (RGS00855)

- Take on the role of Shopkeeper in an RPG Town plagued by monsters!
- Draft item cards to stock your shelves!
- Attract the wealthiest heroes to your shop to make the most profit!

MSRP: \$40 Ages: 8+ 2-6 Players 30-60 Min

Available Now!

REPRINT



KIDS ON BIKES (RGS07119)

- 80 pages of full color rules, illustrated with the exceptional style of Heather Vaughan.
- Everything you need to play in ONE BOOK!
- Introduce a Powered Character into your game, that every player has a hand in controlling.

MSRP: \$25 **Designers:** Jonathan Gilmour and Doug Levandowski

Cover Artist: Heather Vaughan

Available Now!



THE TEA DRAGON SOCIETY CARD GAME (RGS00811)

- Based on the Oni Press graphic novel The Tea Dragon Society by Katie O'Neill.
- Beautifully illustrated with cute little dragons.
- Light card game with some deck building concepts.

MSRP: \$20 **Ages:** 10+ **2-4 Players** **30-60 Min**

Available Now!



THE FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers.
- Compact size is perfect for travel.
- Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 **Ages:** 10+ **2 Players** **30 Min**

Available Now!



TIME CHASE (RGS02024)

- Trick-taking with a time traveling twist!
- Travel back in time to change the outcome of previous events (tricks)!
- Control three events to win but keep a close eye on the other scientists!

MSRP: \$20 **Ages:** 10+ **3-6 Players** **30 Min**

Available Now!





RIO GRANDE GAMES



MONSTER BABY RESCUE

In *Monster Baby Rescue*, each player starts the game with a sad, scared baby monster. Players take turns choosing tiles representing different ways of caring for them. Taking a tile costs a variable amount of time, and players must weigh the benefits of a tile against the amount of time it will cost. As the monsters get more care, they become healthier and happier. At the end of the game, the winner is the player whose monster has received the best care. Scheduled to ship in November 2019.

RG 585\$64.95



PICTURES

Pictures is a quick-playing family game with very simple rules. Form the image on your secret picture with one set of components, either shoelaces, colored cubes, icon cards, sticks and stones, or building blocks in such a way that the other players guess what image you have pictured. Scheduled to ship in November 2019.

RG 589\$44.95



UNDERWATER CITIES: NEW DISCOVERIES EXPANSION

New Discoveries, the first expansion to the wildly popular game, *Underwater Cities*, will offer many new challenges to players who own the original game. This will be a 'must-have' expansion for customers who own the game! New Asymmetric assistants and starting resource cards help speed up the game. 52 new cards to add even more choices. Scheduled to ship in November 2019.

RG 587\$64.95



ROBIN OF LOCKSLEY

Robin of Locksley, the new 2-player game from Uwe Rosenberg, the award-winning designer of *Bohnanza*, *Agricola*, *Le Havre* and *Patchwork*, features an exciting race around Sherwood Forest. Each player is "Robin Hood" from the English Legend. Players move around a grid collecting loot that is used to fulfill challenges which allow advancement along the race track. The first player to complete 2 laps around the circuit is the winner. This is a quick-playing game that can be enjoyed by everyone. The variable track setup means the challenges are different every time! Scheduled to ship in November 2019.

RG 586\$34.95

ROLE 4 INITIATIVE

POLYHEDRAL DICE

Scheduled to ship in January 2020.



DIFFUSION DWARVEN METAL

SET OF 15

R4I 50411-FB\$19.99

SET OF 7

R4I 50411-7B\$9.99



DIFFUSION NEPTUNE'S TREASURE

SET OF 7

R4I 50511-7B\$11.99

SET OF 15

R4I 50511-FB\$23.99



DIFFUSION STARRY NIGHT

SET OF 7

R4I 50516-7B\$11.99

SET OF 15

R4I 50516-FB\$23.99



DIFFUSION STORMFRONT

SET OF 7

R4I 50420-7B\$9.99

SET OF 15

R4I 50420-FB\$19.99



FAERIE DRAGON SHIMMER

SET OF 7

R4I 50304-7B\$7.99

SET OF 15

R4I 50304-FB\$15.99



STEEL DRAGON SHIMMER

SET OF 7

R4I 50303-7B\$7.99

SET OF 15

R4I 50303-FB\$15.99



TRANSLUCENT TEAL

SET OF 7

R4I 50117-7B\$5.99

SET OF 15

R4I 50117-FB\$11.99



TRANSLUCENT YELLOW

SET OF 7

R4I 50118-7B\$5.99

SET OF 15

R4I 50118-FB\$11.99



ROWAN ROOK AND DECARD

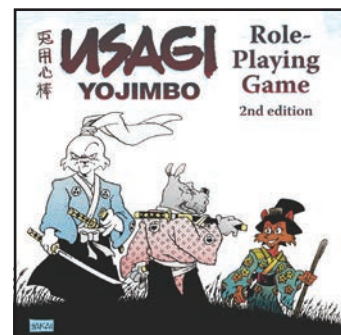


SPIRE: THE CITY MUST FALL

You are a dark elf. Your home, the towering city of Spire, was occupied by the high elves two hundred years ago. Now, you have joined a secret organization known as the Ministry, a paramilitary cult with a single aim — to overthrow the cruel high elves and restore the drow as the rightful rulers of the city. Scheduled to ship in January 2020.

RRD SPIREHB\$44.99

SANGUINE PRODUCTIONS



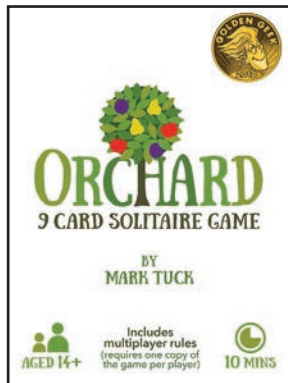
USAGI YOJIMBO RPG (2ND EDITION)

Enter the world of *Usagi Yojimbo*! Stan Sakai's award-winning comic series tells the story of Miyamoto Usagi, a swordswabbit with the heart of a hero, as he wanders a fantastic version of 17th-century Japan. Now, Sakai's Japan and its cast of anthropomorphic characters come to life in stories you write yourself. Explore immense castles and humble villages; meet bounty-hunters and crime bosses; battle ninja spies and scheming lords; and encounter monsters from beyond the natural world. Scheduled to ship in December 2019.

SGP 5101\$34.95



SIDE ROOM GAMES



ORCHARD

Orchard is a quick solitaire 'tile laying' game that plays in under 10 minutes. The aim of the game is to harvest fruit (score points) by playing cards so that their fruit trees overlap other trees already in the orchard that bear the same fruit. The more trees you can overlap, the more fruit you'll pick. In addition to the 15 dice representing your increasing harvest, there are 2 tokens representing 'rotten' fruit. These allow you to lay a card that you wouldn't otherwise be able to — but come with a points forfeit. So you must decide if and when to play them. Scheduled to ship in January 2020.

SRZ 120 \$15.00

SKYBOUND ENTERTAINMENT



TRIAL BY TROLLEY

Trial by Trolley takes the classic Trolley Problem and turns it way past eleven. Argue why the people on your track deserve to be spared, sabotage the other side of the table and convince the conductor to murder them all, or play as the conductor and make traumatizing life or death decisions!

SKY 4214 \$25.00

STEAMFORGED GAMES

DARK SOULS

Scheduled to ship in February 2020.



PHANTOMS EXPANSION

SFL DS-003 PI



THE LAST GIANT

SFL DS-016 PI

GODTEAR



BLACKJAW, THE SWEEPING FLAME

SFL SFGT-007 PI

SPOTLIGHT ON



THE BORDERLANDS STARTER SET

SFL SFGT-012 PI

SPOTLIGHT ON



ETERNAL GLADE STARTER SET

SFL SFGT-013 PI



HALFTUSK, WARDEN OF THE STONEKIN ISLE

SFL SFGT-008 PI



LORSANN, THE AUTUMNAL WIND

SFL SFGT-004 PI



RHODRI, THANE OF THE FORSAKEN

SFL SFGT-003 PI

STEVE JACKSON GAMES



LE BOOMB!

We've brought back this quick little classic, with updates to add to the fun. There are only two components: the custom die and the boomb. Roll the die, and hope the boomb is not in front of YOU when the explosion comes up! Fast-playing, funny, and super portable, this little gem is just what you need to brighten up your game nights! Scheduled to ship in February 2020.

BLACK
SJG 131347A \$6.95
BLUE
SJG 131347C \$6.95
PINK
SJG 131347D \$6.95
RED
SJG 131347B \$6.95



KITTEN D6 DICE SET

Featuring the adorable artwork of Katie Cook, this set of twelve 16mm six-sided dice brings mischievous kittens to your favorite game! They'll appeal to gamer people and kitty people and everyone in between! Everyone needs more dice. Just be careful when you take these cute kitty and paw print dice to your next gaming session; the other cat fanatics at the table may try to knock the dice to the floor and keep them for their own dice collection. Scheduled to ship in February 2020.

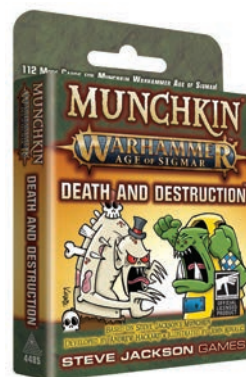
SJG 5933B \$13.95



MUNCHKIN CTHULHU: SANITY CHECK

Long-time fans will be excited for the first new Munchkin Cthulhu expansion in several years, and even new fans can mix these 30 cards into their sets for an instant jolt of variety. Sanity Check has all the curses, cultists, mayhem, and madness any Cthulhu fan could ask — and mixes right into any Munchkin Cthulhu game. Scheduled to ship in February 2020.

SJG 4267 \$9.95



MUNCHKIN WARHAMMER AGE OF SIGMAR: DEATH AND DESTRUCTION

This 112-card expansion brings two popular armies from the Warhammer Age of Sigmar game into Munchkin Warhammer Age of Sigmar. The Flesh-Eater Courts introduce their twisted idea of high society to their grotesque banquets, with their enemies as the main course. The battle-crazed Ironjaws live for destruction and carnage and don't care who they have to plow through to get it... including each other. Scheduled to ship in February 2020.

SJG 4485 \$19.95



STONEMAIER GAMES

WINGSPAN: EUROPEAN EXPANSION

In this first expansion to *Wingspan*, we increase the scope of the world to include the regal, beautiful, and varied birds of Europe. These birds feature a variety of new abilities, including a number of birds with round end abilities, abilities that increase interaction between players, and birds that benefit from excess cards/food. The *European Expansion* also includes an additional tray for storing the growing collection of birds (past, present, and future), as well as 15 purple eggs, extra food tokens, and a colorful new scorepad designed for both multi-player and single-player scoring.

GTG STM901 \$25.00



TASTY MINSTREL



GUILDS OF LONDON: WARDS OF LONDON EXPANSION

Wards of London is an expansion for the strong selling *Guilds of London* base game, providing components and rules for playing with a fifth player — and more! Veto tokens let you stop neutral liverymen from messing up your plans. Coin tokens let you pay costs without discarding cards. New plantations increase the variability from game to game. And of course, many new guild tiles to add to the existing ones.

TTT 1020-E01 \$44.95



MINI RAILS

It's the Golden Age of railroads! Railroad tracks are sprouting up all over the country and stock certificates are selling like hot cakes. You've already built your fortune but now its time to build something even more lasting: a reputation. *Mini Rails* is a game that distills the essence of the *Train Game* genre into an exciting one hour experience. There are only 2 available actions, Buy Shares and Build Tracks and you must carefully decide how best to use them.

TTT 2032 \$39.95

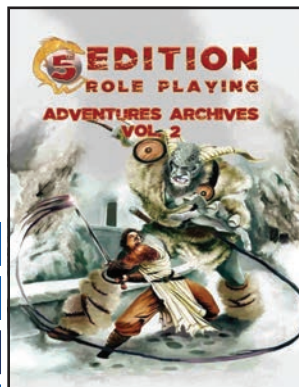


SOLAR DRAFT

As a new Solar Architect, you will be put to the task of Drafting up a new plan for a Solar System. Plan out your solar system by drafting the universes cutest planets, moons, and comets, taking care where you place them as you go. Use abilities and plan your solar system strategically to compete to be named the next rising star.

TTT SD-3024 \$19.95

TROLL LORD GAMES



5TH EDITION ADVENTURES: ARCHIVES, VOL. 2

This boxed collection includes 7 *5th Edition* Adventures and the *Hardcover Players Guide* to *Aihrde*. The adventures are A6 *Of Banishment & Blight*, A7 *Beneath the Despairing Stone*, A8 *Forsaken Mountain*, A9 *Beneath the Helm of Night*, A10 *The Last Respite*, A11 *The Wasting Way*, A12 *The Paladin's Lament*. All designed for play from adventure levels 5-10. The adventures include overland, planar, dungeon, and city, pitting your characters against giants, dragons, demons and more! Play in a series or as stand-alone adventures! Expand your understanding of the world and the game.

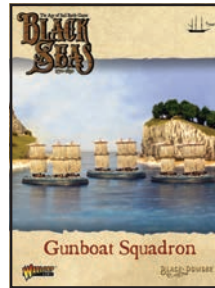
Scheduled to ship in December 2019.

TLG 19332 \$79.99

WARLORD GAMES

BLACK SEAS

Scheduled to ship in December 2019.



GUNBOAT SQUADRON

WLG 792410011 PI



ROYAL NAVY HMS ROYAL SOVEREIGN

WLG 792411002 PI

SCENERY PACK

WLG 792410008 PI

SPANISH NAVY FLEET (1770-1830)

WLG 792013001 PI

SPANISH SANTISSIMA TRINIDAD

WLG 792413001 PI

US NAVY (1770-1830)

WLG 792014001 PI



US USS CONSTITUTION

WLG 792414001 PI

BLOOD RED SKIES

Scheduled to ship in December 2019.



AIR STRIKE SUPPLEMENT

WLG 771010001 PI



GERMAN MESSERSCHMITT BF 109G ACE — ERIC HARTMANN

WLG 772212007 PI



GERMAN MESSERSCHMITT BF 109G SQUADRON

WLG 772212006 PI



GERMAN MESSERSCHMITT ME 262 ACE — WALTER NOWOTNY

WLG 772212009 PI



GERMAN MESSERSCHMITT ME 262 SQUADRON

WLG 772212008 PI



US CURTISS P-40 WARHAWK ACE — TEX HILL

WLG 772211013 PI

GOPHER BROKE™

A game by
Ken Gruhl & Quentin Weir



In Gopher Broke, players race around the board to be the first to reach the Millionaire's Mansion! Will you play it safe, or Gopher Broke and win the game?



Available October 2019
MSRP: \$15.00
Ages 6+
2 - 6 Players
30 Minutes

SKU: PLE18430
UPC: 803004184307

Contents:

- 7 Custom Dice
- Game Board
- 6 Gopher Tokens
- 6 Pawns
- Instructions

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ENTERTAINMENT

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PLAYROOM



**US CURTISS P-40
WARHAWK SQUADRON**
WLG 772211012..... PI



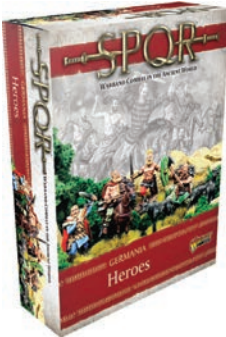
**US P-47 THUNDERBOLT ACE –
GABBY GABRESKI**
WLG 772211015..... PI



**US P-47 THUNDERBOLT
SQUADRON**
WLG 772211014..... PI

SPQR

Scheduled to ship in November 2019.

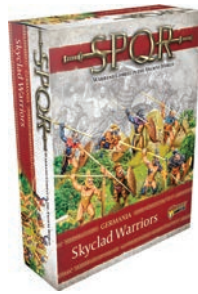


GERMANIA – HEROES
WLG 152214008..... PI

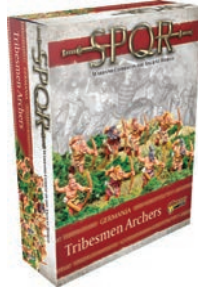


GERMANIA – HORSEMEN
WLG 152214013..... PI

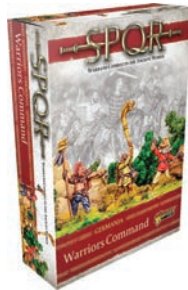
**GERMANIA –
HORSEMEN COMMAND**
WLG 152012003..... PI



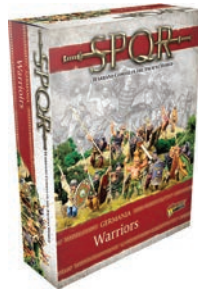
**GERMANIA –
SKYCLAD WARRIORS**
WLG 152214011..... PI



**GERMANIA –
TRIBESMEN ARCHERS**
WLG 152214012..... PI



**GERMANIA –
WARRIOR COMMAND**
WLG 152214010..... PI



GERMANIA – WARRIORS
WLG 152214009..... PI

**MERCENARIES – PARTHIAN
HORSE ARCHER COMMAND**
WLG 153019001..... PI



**MERCENARIES – PARTHIAN
HORSE ARCHERS**
WLG 152219003..... PI

WIZKIDS/NECA**BEYOND THE EDGE**

Ancient enemies at war have brought ruin to the galaxy. A final act of desperation has caused the folding of Space and Time, destroying all but a small star field of systems. Within this star field on the free planet of Orion, you've been recruited to stem the tide of pirates who have blockaded their sector of space. However, it's what's beyond those brigands that'll change your Destiny, and the Universe, forever! Utilizing the innovative Dry Dock system, players in *Beyond the Edge* can jump their ship, captain, and missions over to engage in other players' games, creating an ever-evolving gameplay experience. Scheduled to ship in March 2020.

WZK 73426.....\$69.99



**DUNGEONS & DRAGONS
FANTASY MINIATURES: ICONS
OF THE REALMS MONSTER PACK
CAVE DEFENDERS**

The *D&D Icons of the Realms Monster Pack: Cave Defenders* contains six iconic monsters for your adventures to battle, including Ogres, Kobolds, and Bugbears! Dungeon Masters can quickly build new encounters for their players with the awesome mix of monsters, to keep play session exciting over multiple campaigns. With its non-blind packaging, building a quick monster army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with this all new *Monster Pack!* Scheduled to ship in January 2020.

WZK 96015.....\$24.99



**DUNGEONS & DRAGONS
FANTASY MINIATURES:
ICONS OF THE REALMS
SPELL EFFECTS HALASTER'S
TUMULTUOUS TEMPLATES**

There is magic in the air and spells are brewing! Spell assistance has arrived to help you on your greatest adventure yet with the latest addition to the *D&D Icons of the Realms* product line. This new collection of pre-painted fantasy templates is a great way to check the effective area of spells on your tabletop! Add spell templates to your table today with the *D&D Icons of the Realms: Spell Effects: Halaster's Tumultuous Templates*. Scheduled to ship in February 2020.

WZK 96013.....\$59.99



**DUNGEONS & DRAGONS FANTASY
MINIATURES: ICONS OF THE
REALMS SPELL EFFECTS MIGHTY
CONJURATIONS**

There is magic in the air and spells are brewing! Spell assistance has arrived to help you on your greatest adventure yet with the latest addition to the *D&D Icons of the Realms* product line. This new collection of pre-painted fantasy miniatures is sure to bring life to the tabletop or make a great collectible for your collection. Add spells to your world today with the *D&D Icons of the Realms: Spell Effects: Mighty Conjurations*. Scheduled to ship in February 2020.

WZK 96012.....\$49.99

SPOTLIGHT ON

**DUNGEONS & DRAGONS
NOLZUR'S MARVELOUS
UNPAINTED MINIATURES –
THE FALLING STAR**

This fantastic unpainted miniature of colossal stature and tremendous detail stands a whopping 17.2" tall, 33" long, and 6.4" wide (12.6" wide at the masts!) and has a myriad of features! Additionally, the deck tiles are reversible, with or without gridlines, to allow for whichever way you play or wish to display this premium show piece. Perfect for aquatic adventures, one shot side quests, or even taking on the godlike kraken, the *D&D Nolzur's Marvelous Miniatures – The Falling Star Sailing Ship* is sure to bring marvelous excitement to your tabletop! Scheduled to ship in January 2020.

WZK 73925.....\$104.00



FEATURED ITEM



DC HEROCLIX: JUSTICE LEAGUE UNLIMITED BOOSTER BRICK

The Justice League is among the most epic and awesome teams to ever appear on the comic page or the TV screen. *Justice League Unlimited* is an awesome throwback to one of the most endearing eras of these treasured characters! This 5-figure booster release features many hotly-demanded and fan-favorite sub-themes like the Justice League, the Seven Soldiers of Victory,

the Injustice League, the JusticeLords, and the Superfriends! *Justice League Unlimited* will also feature never-before-seen Team Up cards! Scheduled to ship in April 2020.

WZK 73979 \$129.90



FEATURED ITEM



DC HEROCLIX: JUSTICE LEAGUE UNLIMITED DICE AND TOKEN SET

The *DC HeroClix: Justice League Unlimited Dice and Token Pack* contains 2 custom dice inscribed with a special Justice League Unlimited icon to celebrate the release of the *DC HeroClix: Justice League Unlimited*! The action tokens will feature 6 iconic characters from the series including Batman, Superman, Wonder Woman, The Flash, Green Lantern, and Martian Manhunter! The *DC HeroClix: Justice League Unlimited Dice and Token Pack* is a great way to enhance your *HeroClix* experience! Scheduled to ship in April 2020.

WZK 73982 \$9.99



FEATURED ITEM

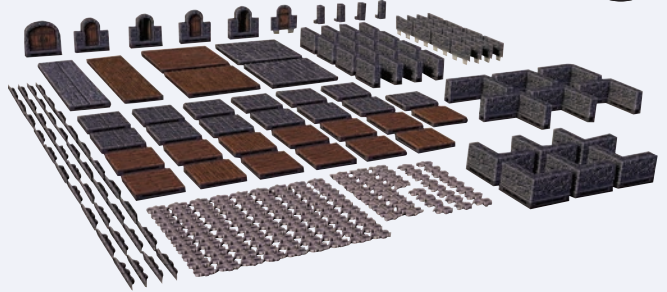
DC HEROCLIX: JUSTICE LEAGUE UNLIMITED STARTER SET

This boxed-set is a great way for 1 to 4 players to learn *HeroClix*! Play with the contents of this starter set or combine it with other *HeroClix* figures for even more fun! This starter set contains everything up to 4 people need to play *HeroClix*. Scheduled to ship in April 2020.

WZK 73980 \$34.99

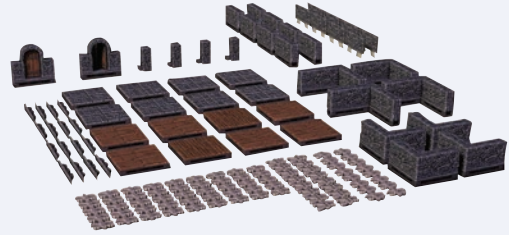


SPOTLIGHT ON



CORE SET

WZK 16501 \$99.99



STARTER SET

WZK 16500 \$49.99

WORD FORGE GAMES

CHIVALRY & SORCERY 5TH EDITION

Streamlined rules, refining the time-tested core mechanics of previous editions into and intuitive elegant system for modern gaming. With all the medieval flavour that was loved of earlier editions now back, this truly is the definitive edition of *Chivalry & Sorcery*. Players can create well-rounded characters who really feel like they belong to their world. Knights wield secular power and command the battlefield, while other warriors strive to win their spurs in combat and rise to join their ranks. Magic is deep and mysterious, drawing on real-world historical detail, while Priests utter prayers and call upon the very miracles of their gods! Scheduled to ship in January 2020.

WDG BDG007 \$70.00



Z-MAN GAMES



FEATURED ITEM



MARCO POLO II: IN THE SERVICE OF THE KHAN (STAND ALONE)

The journeys of Marco Polo continue in this epic standalone follow-up to *The Voyages of Marco Polo*! Scheduled to ship in January 2020.

ZMG ZH006 \$69.99

Tak

A Beautiful Game



Monthly Tak Puzzles
Presented by



US Tak
Association

Last month we returned to Tinue puzzles. Using two differently sized boards, we presented the intermediate puzzle during its mid-game state, while the advanced puzzle was in a very early game state. As a reminder, "Tinue" is a board state similar to "checkmate" in chess. No matter what move your opponent makes, you will form a road on your next turn.

This month features two Tinue puzzles. Tinue is a board state in which no matter your opponent's next move, you can win by completing a road the following turn. The beginner puzzle is from a game played on the size 6 board, while the advanced puzzle shows some in depth size 5 play.



Beginner Puzzle - Black to Play



Advanced Puzzle - White to Play

Solutions will appear in next month's *Game Trade Magazine*. In the meantime, visit USTak.org for more puzzles, information about Tak strategy and the opportunity to connect with other Tak enthusiasts!

About Tak: A Beautiful Game

Tak was first conceptualized by Patrick Rothfuss in his best-selling novel *The Wise Man's Fear*. With the help of renowned game designer James Ernest, Tak has been brought to life an elegant two-player game reminiscent of classics like Go and mancala. **Greater Than Games** acquired the publishing rights to Tak in May 2019 and is excited to continue supporting the US Tak Association and Tak players everywhere.



Solutions From Last Month

Nov Intermediate Solution



Nov Advanced Solution



For full move sequences, visit <https://bit.ly/35CU331> (intermediate) and <https://bit.ly/2ptEj1B> (advanced).

Images retrieved from PTN Ninja

Fallout

WASTELAND WARFARE

TABLETOP WARGAMING IN THE WASTELAND

BEGIN YOUR ADVENTURE WITH...

FALLOUT®: WASTELAND WARFARE TWO PLAYER STARTER SET

The Two Player Starter Set includes everything you and a friend need to kick off their adventure in the Wasteland, featuring twelve Survivors and Super Mutant PVC plastic miniatures to get you playing right out of the box! Expand your range with Core Boxes for the Brotherhood of Steel, Super Mutants and Survivors along with unit and character expansions, robots, creatures, scenics and much more!



Wave 2

RAIDERS SIGHTED IN THE WASTELAND

A host of releases centered around the scourge of the Wasteland, featuring a core box packed with Raiders, Scavvers and Psychos led by a veteran in raider power armour, a character box with Ack-Ack, Sinjin and Avery plus an expansion to boost your gang!

Wave 2 also sees the robots and creatures coming to retail, including Protectrons & Assaultrons, Sentrybots, Vermin, Ghouls, Deathclaw, and scenics. Each wave now comes with all the cards in one pack rather than each box to make range building even easier.

Wave 3 THE INSTITUTE

The Institute arrives for Christmas, with the Institute core box, character and expansion set, along with the Wave 3 card pack that will introduce the Automatron deck, allowing you to build your own wasteland robots!

Protectrons & Assaultrons
patrol the wasteland



Bethesda

AVAILABLE NOW IN RETAIL
modiphius.com/fallout

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MODIPHIUS
ENTERTAINMENT

GENRE AND FACTIONS WITH THREEFOLD

GREEN RONIN
PUBLISHING

MODERN AGE RPG: THREEFOLD

GRR 6306 \$39.95 | Available Now!

Green Ronin Publishing's *Modern AGE* roleplaying game setting *Threefold* takes place across numerous planes of existence, from alternate Earths to hellish Netherworlds, and that's not just for novelty's sake. The setting is designed so Game Masters can explore multiple genres without switching campaigns. One way to lock a story arc to a genre is by emphasizing one of the setting's factions, as an antagonist or as a group characters might pledge allegiance to. Let's break it down, starting with the great factions who exert influence across multiple planes.

AETHON AND THE PERIDEXION: CYBERPUNK AND CROSS-WORLD SF

In *Threefold*, the Earth we know (well, something very close to it) is the *primeline*, an iteration that has the most transaction with non-Earth planes and is treated like the "real world" by most people who know about the existence of many worlds and the gates linking them. There are in fact countless parallel Earths, the *Alts*, whose inhabitants might not agree with this assessment, but a powerful hidden organization called the Peridexion acts as the primeline's advocate, as a secret government with access to extraordinary technology.

The Peridexion's military-espionage bureau, Aethon, includes agents with transhuman augmentations, such as combat-hardened artificial limbs and brain implants which provide the ability to warp reality through esoteric mathematics. Using quantum ark technology, Aethon teams not only defend the primeline from various threats, but manipulate alternate worlds, even eradicating intelligent life from those deemed dangerous to the primeline — a process they call "deletion." Like the rest of the Peridexion, Aethon is directed by *Machinors*: strange entities which most often manifest as artificial intelligences.

Aethon is one of the two factions in *Threefold* with the most support for Player Characters and is especially suited to cyberpunk campaigns. Its enhanced agents, and AI leadership suit fans of media like *Ghost in the Shell* and *Person of Interest*, while its parallel world actions have, uh, *parallels* in *Fringe* and numerous other games, books, movies, and showed about alternate worlds.



A Nighthost warrior and Aethon agent wait by a small gate to an Otherworld. Genre mashing is a natural part of *Threefold*.



THE DIVINE EMPIRE: MYTHIC AND PULP FANTASY

Threefold's Divine Empire is one of the "great powers," laying claim to scores of Otherworlds as part of its territory. In these magical planes, gate travel is well-known, providing channels for trade, communication, governance, and conquest. As the name implies, the Divine Empire is a tyranny, ruled by *Optimates*, literal children of the gods with potent personal abilities. A grand council of demigods promotes the worship of the *Optimates* as the state religion, for the purposes of self-aggrandizement as well as to quell rebellion from the mortal majority.

Most games featuring the Divine Empire will be focused on opposing it, as the expansionistic faction conquers plane after plane, prompting heroes to confound its schemes and sow the seeds of rebellion. In most cases, characters will have to fight the godlike *Optimates*, which is no easy task. But it's also possible to take up the banner of the Empire, playing its mortal agents or, with a little creativity, *Optimates* themselves. While there are no hard and fast rules for Player Character *Optimates*, the *Modern AGE Companion's* expanded rules for supernatural peoples and powers makes them easy to devise and balance against standard heroes.

Epic battles and malevolent deities have precedents in pulp fantasy and mythology, ranging from the *Iliad* to *Conan*. Wandering



In the Divine Empire, demigods called Optimates quarrel with each other even as they oppress mortals. Will your heroes fight them, or join them?

adventurers who distrust civilization will find their suspicions confirmed by the Divine Empire but may also be tempted by the wealth these god-kings hoard.

THE NIGHTHOST: DARK AND MILITARY FANTASY

Renegade soldiers once bound to serve the hellish Netherworlds, the Nighthost now “liberate” planes through their hordes and ambitious warbands. The founders of the Nighthost used to serve demon lords known as Alastors, but now battle them. Much of the Nighthost is composed of dregyur, a variety of human adapted to incarnations in the Netherworlds, planes designed by the Alastors to inflict suffering on mortals who dwell there. Some regard these tough warriors with (to others) twisted physical features as half-demonic, but the Nighthost hates such beings as much as it has a certain contempt for those satisfied with peace.

For the Nighthost, the war to liberate the planes never ceases, and each day can bring a new challenge, as its warriors travel to new worlds with strange battlefields. This makes Nighthost-centered games perfect for military fantasy, since in the horde, battle brings prestige. In fighting so-called Inimical beings (the uneducated call them “demons” and “monsters”), in environments that may include literal hellfire, Nighthost warriors encounter horror tropes on a regular basis, and they themselves often fit the image.

Military fantasy is a well-populated genre, and inspirations like *The Black Company* and *First Law* series. Horror and dark fantasy inspirations are numerous as well. In fact, any series that takes place from an orc’s point of view might suit dregyur in the Nighthost.

THE SODALITY AND THE VITANE: HIGH FANTASY — AND SPACE OPERA?

Where the Divine Empire is a tyranny and the Nighthost a conquering army, the Vitane is a democracy which only expands when planes voluntarily join. The Vitane even prohibits revealing the existence of planar gates to cultures which are not aware of them. If this grand, idealistic faction has a flaw, it’s the preponderance of bureaucracy, but one agency in the Vitane is known for its focus and effectiveness. This is the Sodality, an organization that explores the planes, seeks peaceful contact with other cultures, and protects the Vitane, and intelligent life as a whole, from various threats.

The Sodality is the second of the two factions in that have the most support for Player Characters. The *Threefold* setting book details members’ training at the Academy on the plane of Vigrith, the magical equipment they carry, and the abilities members develop as they join the Emissary, Protector, or Searcher branches. This organization, as well as the constant planar travel members engage in, not only suits high fantasy, where heroes encounter and produce wondrous phenomena, but classic episodic space opera, where heroes look for extraordinary solutions to strange problems. *Threefold* calls this form of play “speculative fantasy,” and includes detailed guidelines for building adventures that fit it.

Possible inspirations for a Vitane and Sodality focused game include the *Harry Potter* series, along with *Star Trek*, which include magical societies and idealistic explorers, respectively.



Called operants, transhuman Aethon agents routinely swap out posthuman augmentations to suit whatever mission — or alternate Earth — requires their attention.

STEP THROUGH THE GATE

With so many genre inspirations available, *Threefold* presents numerous hooks to trigger short adventures and even entire campaigns, as well as the possibility of changing things up to fit a new genre whenever the Game Master sees fit. *Threefold* requires the *Modern AGE Basic Rulebook*. The upcoming NPC and creatures book *Enemies & Allies* has been designed for compatibility with the setting as well (though it’s just as useful for other campaigns), and rules for tuning your game to a genre can also be found in the *Modern AGE Companion*. Use what inspires you.

...

ETTIN

TWO AGAINST THE WORLD

WIZKIDS

ETTIN

WZK 73686 \$39.99 | Available May 2020!

In *Ettin*, you will lead one of eight nations to victory in an ages-long war, but you won't do it alone. Players make pairs of allies (Like a two-headed Ettin!), sharing units and strategies as they take on their enemies on either side. One copy of the game contains everything you need to play with 8 players, but with multiple copies you can play with 16, 24, or even more! *Ettin*'s unique simultaneous drafting and fighting system means that the game keeps the same 45-60 minute playtime, no matter how many people are playing.

First, you'll select your nation, and determine your Allies and Enemies. There are classic fantasy nations like the Greenwood Elves, the Orcs of Ud, and the Dwarves of Skyhold, as well as the half-dog Cannites, the undead Risen, and the enormous Dommorian Giants. Each has its own playstyle and abilities that make every allied pairing a unique opportunity to combine strengths or shore up weaknesses.

These alliances form the core of *Ettin*, as you will win or lose together. Each round, you will have at least one chance to do a cooperative draft of units from each of your nations, offering your units and requesting theirs, while strategizing and trading advice or knowledge. This two-headed strategy gives you a great many options. Maybe your Ally needs stronger units to fight off a force their Enemy has been building up over multiple rounds, so you agree to give them your most powerful Troops, hoping the defenses that you've built up will be enough. Maybe your Enemy has a defense that is only impervious to Magic, but your nation doesn't have any Magic units — you can get one from your Ally! As you get more comfortable with the game, deeper strategies will reveal themselves. Force your Enemy to overcommit and leave their Ally weakened? Perhaps that Ally's enemy will choose that moment to pounce, leaving their Ally open to complete devastation by your Ally.

These strategic choices have a ripple effect as each team's choices directly affect their neighbors, all around the table.

While *Ettin* is built around alliances, it works just as well with an odd number of players — one player forms a large nation with additional units from the Mercenary deck instead of forming an alliance with another nation.



Ettin takes place over three ages, as your nation develops from a small group desperately clinging to scarce resources, to a substantial economy with a strong army, and finally to the pinnacle of your nation's might, waging an enormous war for domination. In each age you start by drafting and recruiting the cards that will eventually make up your army. You'll draft Mercenary cards with your enemy in a traditional ordered draft, and you'll draft your nation's unique cards with your ally, splitting them however you feel will best support your strategies. Once all the drafting is done, it's time for war.

To go to war, you will take the cards you drafted and deploy them to one of three locations between you and your Enemy, and a separate location representing an adventure with a special goal and reward. Most of your units are troops, from foot soldiers to legendary heroes, but you will also have a number of defenses, representing your nation's most valuable territory. Some defenses are even fortified, which prevent your enemy from winning a battle there unless they have a unit ability that matches the fortification's particular weakness: Stealth, Magic, Siege, or others.

Next, you will battle each other, triggering your battle abilities to make some last-minute maneuvers before comparing strength to determine the winner. The winner of each battle takes their Enemy's units as Spoils, and then both retire any of their surviving troops, and gain production bonuses from their defenses left standing. Whichever player wins the most battles wins the war, and the victory points that come with it! After three ages, you add up your points from winning wars, your retired units and the units you captured from your Enemy, as well as your Ally's scores, and the Alliance with the most points is the winner!

As each individual player uses cards from their nation and their Ally's nation against cards from their Enemy's, and Enemy's Ally's nations, there are well over a thousand different combinations; more if you factor in the different enemies your Ally may be facing as well. Each combination creates different problems and opportunities as players work to master the strategies available throughout the game.

A game filled with fascinating decisions and tense strategy, *Ettin* comes from Ken Shannon, the designer behind such acclaimed games as *Maiden's Quest*, *Tournament at Camelot* and its upcoming standalone companion game *Tournament at Avalon*. Look for it Q1 2020!

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2-5



15+



35-45 mins



WEAVING THE MAGICAL WORLD OF

TALISMAN

WITH ELISA TEAGUE

HOW SHE DESIGNED THE FIRST TABLETOP GAME TO COMBINE BOTH BELOVED FRANCHISES

DISNEY KINGDOM HEARTS TALISMAN

USO TS004635 PI | Available Q1 2020!

Whether you're one of GTM's loyal legion of readers or enchanted by this story's power combo of IPs, it's likely you're already acquainted with Elisa Teague. A prolific name in the tabletop industry with over 100+ titles under her corseted belt, the game designer's extensive work has graced many a playing space in one form or another, be it fantasy RPG adventures and puzzles, social party games, books, panels, or podcasts ("Oh My!"). Ever in high demand amidst con season and what spare time she has to collect, paint minis, or cosplay, we were able to pin down the retro-coiffed pinup for a round of our own questions about her experience designing the highly anticipated *Talisman: Disney Kingdom Hearts Edition*.



Forged of USAopoly and Games Workshop's partnership to bring two licensed versions of *Talisman* to market this year, enlisting Elisa's talent for *Talisman: Disney Kingdom Hearts Edition* was a natural choice for The Op. "When I was approached with this project, I immediately jumped at the chance to do it, as I love *Disney Kingdom Hearts* as much as any fan does." Taking the multi-faceted Square Enix franchise and translating all of its signature elements to the tabletop posed a welcome challenge, given *Talisman*'s classically competitive nature. "How would I blend *Disney Kingdom Hearts* with a game where players traditionally fight against one another? How could I ever pit Mickey against Donald? The answer was that I simply couldn't."

Employing a strategy of her own, the game designer rearranged the adventurous RPG's core mechanic for a workaround that would honor the characters and make the game feel as genuine as possible, minus the need for players to eliminate others. "Players try to gain victory points towards winning by earning them, instead of taking away others' life tokens," she explains. In line with her objective, the result was a way for the characters to all work against the Heartless and seal The Final Door (with one player character as the standout hero). "It was an incredibly difficult and unique design experiment that I'm really happy with."

With *Talisman: Disney Kingdom Hearts Edition* debuting a new mechanic for the 30+ year-old "Magical Quest Game", Elisa



© DISNEY



embraced the magnitude of updating certain aspects and kept a steadfast feel of what she knew was important to its players. "The movement, the random encounters, and the balance of needed Strength and Magic to succeed in the inner rings of the gameboard, without rushing in" comprised her primary focus on retaining the game's unpredictability. "While much of these elements depend on luck, it is what *Talisman* fans love so much about the game."

The tabletop veteran also enjoyed writing video game references into the game's 100+ Adventure cards, which present encounters with Heartless, Events, Objects and more to characters on their journey (without players needing fanatical knowledge of the franchise to be immersed in the gameplay). "One of my favorites was including the Dalmatian Puppy in the form of a Follower in the game," she says, harking back on the focal point of the "99 Puppies" side quest. "Subtle nods to the original video game and hiding 'Easter eggs' throughout the board game were my way of giving little gifts to fans that will recognize them."

Talisman: Disney Kingdom Hearts Edition's 11 custom-sculpted miniatures including Sora, Kairi, Riku, King Mickey and others all received a white-gloved bio treatment by the *Girls on Games* author, who tapped her love of *Kingdom Hearts* to develop each character's profiles in line with what fellow players would hope for. "Sora's mechanics certainly reflect his combat abilities in the game," she begins. "King Mickey is also bound to be a highly desired character, and his automatic Keyblade is a great perk in addition to getting to, well, play as Mickey!"

Despite the game's impressive roster of Disney royalty, Elisa encourages players to explore how each character can influence gameplay to help with strategies and compatibility with others' perks. "Take in all of the unique character abilities and the combinations that can be formed with them. Each character is balanced and all of them offer fantastic advantages." As for any ideal encounters she has in mind? "I personally cannot wait to play Mulan battling Ansem... You know she's the hero we've been waiting for!"

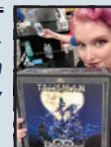
Elisa tells us her ultimate wish for players of *Talisman: Disney Kingdom Hearts Edition* is the same for all her games—for them to have fun. "I'd want laughs and cunning moves and stories to be shared about interesting and random occurrences in the game. Every game should tell a story, and this world is a perfect setting for new stories to unfold." Usually having to wait months to years before seeing her concepts come to life and on store shelves, Elisa admitted to being on the edge of her seat for the final outcome of a collaboration she is "so honored and happy" to have worked on. "This game is a love letter to Kingdom Hearts fans who have



wanted a game that they can sit around a table, face-to-face with friends and family, to play over and over again, each time with new and unique possibilities."

...

Keep up with Elisa Teague via Twitter @geekypinup, her projects on www.elisateague.com, and watch for her latest work in *The Op's Geek Out!* Disney available this holiday season!



Michelle Quillen is Marketing Copywriter for USAopoly and producer of *The Op LIVE* livestream on Twitch. Find her at geeky cons and expos, fundraising for Extra Life, and follow her visual storytelling on Instagram @michellequillen.



A LOOK INSIDE THE *SILVER* SERIES

FROM DESIGNER, TED ALSPACH

béziergames
THE NEW CLASSICS

SILVER

BEZ SILVA..... \$24.95 | Available Now!

The *Silver* series of games (*Silver*, *Silver Bullet* in 2019, with three more due next year, and more after that) wasn't originally supposed to be a series, but like many game designs, it took on a life of its own during development. Originally conceived to be a gamer version of Golf (inspired by the family-friendly *CABO* game we publish), *Silver* upped the replayability of the "card shedding" game mechanic by giving each card a special ability.

If you haven't played *Silver* yet, the concept is simple: Each player starts with five facedown cards (their village), and can view two of them secretly at the beginning of each round. The goal is to have the lowest total sum of werewolves (points) after four rounds. This is accomplished by trading in high value cards for lower ones, reducing the number of cards in their village by turning in matched sets of cards, and by using the special abilities that are on the cards. The game plays in about 30 minutes, and it is super simple to learn: on your turn, you take a card, and either do its action, or trade it for one of your cards (or a set of matched cards). The strategy is all about what to trade, and when (and how) to use the special abilities of the cards.

The more we playtested the original design, the more cards with new abilities started to be created. Some filled in holes in the design (like more control over viewing your own cards), while others opened up whole new ways to play the game (having some cards faceup in front of you). As this happened, the number of cards with different abilities multiplied quickly, and it became obvious that there were many more abilities than there were cards in the originally-conceived game.

There are more than 100 unique cards in development. Some are variations on existing cards (like the number of cards you can view), while others are totally unique (like *Silver Bullet's* Thing, which allows you to shuffle another player's facedown cards). The cards are tied together by their numbers, so the lower numbers all have special abilities which



SILVER: BULLET

BEZ SILVB..... \$24.95 | Available October 2019!

are active when they are faceup in your village, while higher numbers are activated when drawn from the deck. Within those groups are more themed sets: the 11s and 12s are highly interactive, while the 7s have a multitude of ways to let you view cards within your village. As we keep working on future sets, more cards appear in the playtesting rotation.

While working on the original *Silver* game, one of the issues we faced was that it was often too risky to call for a vote, which is a gamble that you have the lowest sum at the end of a round. If you do, you get 0 points, and everyone else gets their sum. If you don't, you get 10 points added to your sum. The risk of failing your call didn't quite match the reward of 0 points, so we added a Silver Amulet to the game, which is given to a successful caller; this allows them to protect one of their cards on the next round. This ability was similar to the Bodyguard's ability of protecting a card (which is why the big, burly bodyguard graces the *Silver* box).

The Silver Amulet was one of many ideas for a Silver token to be included in the game. Given that we had multiple tokens, and now multiple sets of cards, we decided to turn *Silver* from a single, all-encompassing game with tons of cards and tokens, into a smaller, more accessible game that could be expanded in the future with additional sets of cards and tokens. Even better, those additional sets would be fine-tuned to work really well by themselves as stand-alone games. And as a result, each game could have its own feel or theme: *Silver* is about protecting your village. *Silver Bullet* is about impacting other players. The one after that will be about flipping cards. The one after that will be focused on play order, and so on. And of course, if you really like one card from a certain set, you can swap it (and others) in to other sets, or make up your own sets (the numbering scheme was designed so that all combinations work, though you might prefer certain combinations over others). This ensures that anyone who picks up a copy of the original *Silver* will be delighted with the options available to them to enhance their game in the future.

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Seikatsu A Pet's Life

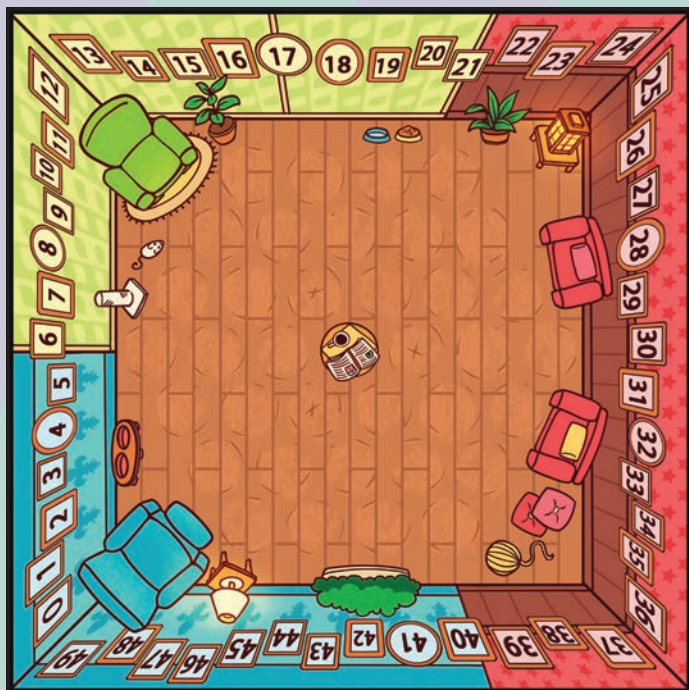
SEIKATSU: A PET'S LIFE

IDW 01827 \$29.99 | Available November 2019!

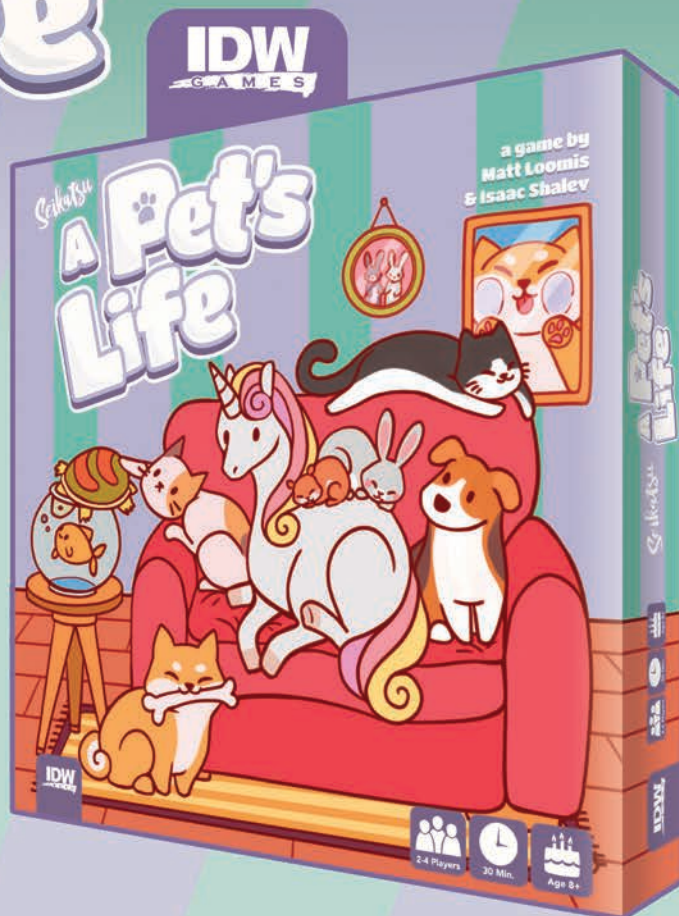
Sometimes, all it takes to inspire creativity, is to look at something from a different point of view.

When looking to design a game, there are often two approaches. Some designers will attempt to come at it from the theme first, and others will come at it from the mechanisms first. What truly inspires me about a new design is undoubtedly the mechanisms first. I feel that there needs to be something clever, something that maybe hasn't been done before, or something that has been done before, but that you approach from a new angle. That type of thinking is what brought me to design *Seikatsu*.

The design hit me on a drive home from work on a day just like any other. When I got home, I pulled out some supplies, mocked up a prototype, and played it with my wife. It just clicked. Later that week I was talking with Isaac and had a conversation that went a little something like this:



Matt: I had a new idea for an abstract tile-laying game where players each score the same grid of tiles, but from different perspectives. The tiles also have two ways to score. I know abstract games are hard to sell, but I've played it a few times, and it just feels great and I've never played anything else like it. I also have the perfect theme for it, and even a name. The game will be about planting flowers in a Japanese



garden and attracting birds to it. The name of the game is *Seikatsu*, it means 'Life' in Japanese.

Isaac: Ok, an abstract, Japanese tile-laying, garden-planting and birding game. You haven't sold me yet. How many players?

Matt: Forgot about that, it only plays 2-3 players.

Isaac: You're killing me. Why can't it play 4?

Matt: Because it's played on a hexagonal board, and there are only 3 axes in a hexagon. Here's how it works. You're laying out tiles you draw from a bag, one at a time, onto a hexagonal board. Each tile has a bird and a flower, each in one of four different colors. As you lay them down you get points for putting matching birds next to one another, and at the end of the game, each player scores rows of flowers from their perspective. You're always choosing between playing the tile for bird-scoring now, or placing it somewhere that doesn't score well right away, but gives you the chance to earn lots of flower points at the end of the game. The real kicker here is that everyone is scoring every tile on the board, even the ones that they didn't play. The way that we will split up the scoring to be different for each player, is by looking down the side of rows from a different side of the field

Isaac: Ok, I think I get the birds. Can you go over the flowers bit, and how you score from different perspectives? That doesn't quite resonate yet.



Matt: Picture a chess board, and imagine that you're putting out tiles with birds and flowers on it. At the end of the game, one

player looks for flowers by looking down the rows, and the other player looks down the columns.

Isaac: Ok, I get that.

Matt: Now imagine you're playing on a hexagon. There are three ways to look down a hexagon.

Isaac: [brain melts]

The game didn't end up changing much from that first phone call, because it just clicked. *Seikatsu* was just one of those games that worked from the start and felt great. The initial release was so well-received that IDW games asked us if we were interested in creating another version that may appeal to more families and younger gamers, and of course we enthusiastically said "Yes!"

In *Seikatsu: A Pet's Life*, players will be placing tiles that each have an animal and a pillow that they are laying on. There are four different animals in the game, and four different colors of pillows.

You have two tiles in your hand to choose from when it's your turn to place a tile, and you'll be able to place it into the living room board, next to any other animal.

At first, players will want to place matching animals together, to be able to give them small wins and score points along the way. However, this will need to be balanced by a focus on the colors of the pillows in each row because...

At the end of the game, players will be scoring large quantities of points for the number of matching pillows that they have in their rows.

If that wasn't enough, there is one final twist to bring in – the Unicorn! This tile will allow you to place it and score it as though it were any type of animal right now, and at the end of the game, all players will be able to score all Unicorn tiles as any color pillow.

As a design, *Seikatsu: A Pet's Life* embodies what I love most in games. A clever mechanism that is easy to understand which allows players of all ages to be able to play together, but still having enough complexity that players who want to master the game are able to do so. No matter who is playing the game, at the end, they're going to feel great after playing it.

We've been enormously lucky to work with IDW, who believe in this game so much. From the incredible art and art direction on the original version to this new and updated version that we're bringing out which we hope will appeal to even more players and especially to families with players of all ages.

We're really excited for this new release of the game and we hope you'll enjoy the seeing this game from a different perspective.

...



DAYS OF THE SIEGE, AN EPIC EXPANSION FOR



THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
AGS ENTWM03..... \$49.90 | Available January 2020!

This War of Mine: The Board Game is an award-winning, bestselling title already well-established on the market. Its unique features, such as the mature theme of war, survival, and moral choices, in conjunction with revolutionary concepts enabling you to play it straight from the box, have made it a favorite choice, despite its grim mood.

Now the time has come to up the ante and offer something truly epic to all fans of *This War of Mine: The Board Game*. *Days of the Siege*, the second expansion for the game, is going to hit the shelves, and we would like to shed some light on its contents and explain why you really need it in your collection.

The most important element of this expansion is *Forlorn Hope*, a 3-act long War Campaign full of immersive narrative, strategic choices, and stories of unprecedented magnitude. It is a tale of a deadly conflict, once again engulfing Pogoren, with Grazni occupiers fighting a bloody war with Vyseni rebels on city streets. Players' Characters are unwittingly caught in between, striving to survive against horrible odds.

Forlorn Hope constitutes the main part of the *Days of the Siege* expansion. It encompasses a completely new, beautifully illustrated board featuring a map of Pogoren, 5 Act sheets full of unique rules, over 70 cards, over 700 dedicated scripts, as well as over 50 tokens, 4 Soldier miniatures and 6 Base Discs.

It is played in a series of 3 Acts, with the ending of the previous Act affecting the Characters' situation in the next one. What is even more important, you — as players — determine the outcome of each Act and write your own stories interwoven with the main plot of the War Campaign. You make friends and enemies and choose which tasks to accomplish and how to handle strategic decisions the game forces you to make. It is up to you whether you befriend or ignore **Story Characters** inhabiting Pogoren, and whether or not you will learn their motivations. Finally, you are the ones to decide which path to carve among the ruins, as there are many ways for *Forlorn Hope* to end, but few leave your Characters alive.



The dedicated map of Pogoren offers a sandbox-like environment for you to explore. New Locations, Events, Objectives, city inhabitants, and special markers — such as Airdrops or Ruins — lure you to discover their secrets. You have to make the best strategic choices and use a small deck of Exploration cards to move around the city and accomplish the most important tasks with your Characters. All in all, with the solid main plot of the War Campaign set, you have a lot of freedom regarding ways of overcoming any hardships of war-torn



Pogoren. For these reasons, *Forlorn Hope* can be played many times over, offering you fresh challenges whenever you sit at the table.

However, *Days of the Siege* is more than “just” one campaign. Inside the box you will find over a dozen new, masterfully illustrated **Location cards**, which may be used in conjunction with the base game and other expansions. Some Locations feature special abilities activated with Exploration cards, enabling you to take a more strategic approach to Scavenging runs. On top of that, “Look Around” sections lead to new scripts, so that you may immerse yourselves in the bleak reality of *This War of Mine: The Board Game*.

Days of the Siege also includes the *Orphans of War* expansion module. It is comprised of 2 Orphan miniatures, 1 token, and 15 new cards with Kid Actions and Fittings. When you add this module to your game, you will see the matter of survival from a wholly different angle — now a child's life and well-being are at stake. Your task will be to provide for the little one, with nothing more than a smile as your reward. A smile in the world where people know only brutality and death.

Last but not least, the Dog miniature and card will enable you to feature this faithful pet in any game to help you guard the Shelter or retreat from a dangerous combat.



To sum up, we feel that the *Days of the Siege* expansion will guarantee many hours of immersive and challenging gameplay. We are more than eager to learn about your exploits in ruined Pogoren.

...

Marek Mydel is a game designer, lead developer and translator at Galakta, publisher of *This War of Mine: The Board Game*. A long-time fan of board games, he loves post-apocalyptic genre and all things Japanese.





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OF DICE AND DICE TOWERS

DICE TOWER DICE CASE

GKG DC02..... \$4.95 | Available November 2019!

Little did I know that I would be running a games-and-dice business today, when I swore off gaming after my first D&D session in 1995. I had finally agreed to play, created an unstoppable barbarian with a Strength score that rivaled Superman's ("18-double-ott" — remember that!?), and then witnessed him hooved to death (yes, you read that right) by... a camel. Not the best intro experience, but I couldn't stay away from the adventurous, satisfying world of RPGs.

Fifteen years later I find myself designing my own games and, more curiously, my own dice.

The process of inventing the technology behind layered dice (and thus being responsible for the layered dice craze of the last 5 years) has been a fun challenge. First, we needed to use a material that was higher quality - resin, not acrylic. This denser material allows us cleaner more reliable pours into the mold. We allow the first layer to cool just enough so that the next layer won't mix with it or shift to an uneven layer. At the same time, it can't cool too much or the halves might split because of an imperfect seal. It's actually pretty tough!

Naturally this process started with 2 layers. I call those *Halfsies*! It's cute, and helps the consumer recognize quickly the unique nature of the design, answering the question "What's different?"

"What's better?" is that the unique layering process we use, that many others, even those much larger than ourselves, have since tried to copy to varying levels of success, actually helps eliminate air bubbles. All Gate Keeper Games Dice are 100% air-bubble free!

This month we're releasing all new 3 and 5 layer dice in various designs, colors, and levels of transparency! We call them the Reality Shard line. It includes Reality Shards (5 layer), Supernova (3 layer with a clear center), and Neutron (3 layers with a clear top/bottom, and 1 color in the center).

They're gorgeous, and we're releasing 10 sets of them! And to ensure this turns into a verifiable avalanche of dice, we're also releasing 5 new color combos of *Halfsies* Dice, all available as of the moment you're reading this. Pretty exciting stuff.

But wait, there's more...

You see, my passion is leveling up the gaming community. To that end my latest passion project is a new dice case, the *Dice Tower Dice Keep*. In speaking with retailers, I became aware of what is valued when selling dice: pre-barcode dice cases, cleverly named sets with full-color logos on the inserts, and containers that will not break or fall open easily. I began pre-barcoding dice for retailers in 2014 and

got a lot of positive feedback (now others do it too). I enjoy naming dice with fun and creative names that encourage players to pick up certain sets for their thematic names (now also an industry standard).

As far as the quality of the cases goes, first I upgraded them to crack-resistant plastics, but now I really wanted to put an end to the "exploding dice case", hoping to enhance display options for smaller stores and spaces at the same time.

So, the priority when actually designing our new case was a base that didn't require a bar code to stay closed or pivot. It took a couple of engineers and myself several rounds of prototypes to come up with the perfect design, especially when I decided I would like the bottom to be reversible so as to accommodate 7 die-sets, 11 die-sets, 12d6, and 36 mini d6, all in one case. But we got it!

At that point, I couldn't resist using the design of a castle parapet to make the assets stackable for vertical display and storage, and then we added some GKG imprints.

Last, came the vetting of even better plastics that could handle the intricacies of the mold, while being sturdy enough to not break but remaining transparent enough to show the product properly. The whole process took far longer than expected — over one whole year, but the end result was well worth the wait.

Leveling up is expensive. Fortunately, I no longer have the 'amateur' experience point penalty and I've invested a ton of skill points in production. I even get synergy bonuses from some newly acquired skills like prototyping, international communication, and recruitment of skilled contractors. I stake my reputation on the fact GKG only sells our own unique designs. We never copy designs, and we resell nothing. It is worth it to me, because it makes the players' experience better.

...

John Wrot! is game and dice designer, famed for his innovations in gaming including: the layering process used to create layered dice, pre-barcoding of dice sets at retail, thematic naming of dice sets, sexy dice photography, and now the new standard in dice cases. A friendly out-going gent, if you see him you should introduce yourself. (And yes, he really spells his name with an exclamation point...!)



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EPISODE #18: HIGHLIGHTING: LAYERING

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

INTO THE LIGHT

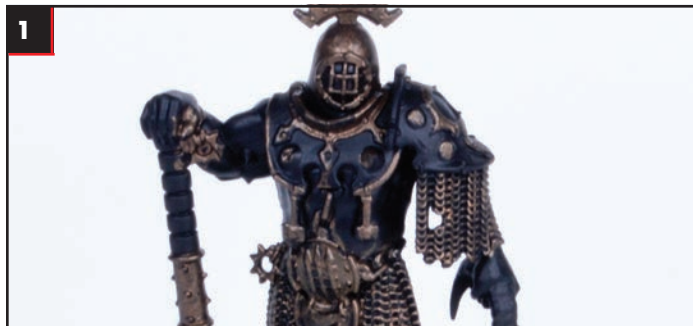
Last month we were adding depth to our models by shading them, using both washes and Games Workshop’s excellent Contrast paints. This time around we’ll be talking about highlighting – the act of adding paint to a model in certain areas to lighten them and accentuate the depth provided by the shading.

There are a number of different ways to tackle highlighting, but all of them work on the principle that you are working from a dark tone up to a lighter tone by adding layers of progressively lighter paints. It’s perhaps the most common of these that we’ll tackle in this episode: Layering!

The color swatches to the right are examples of how the layering process works. In the first panel you can see our basecoat of a dark red, and the first layer of a lighter red that has been “layered” over it, ie. painted on top, but leaving some of the layer beneath showing in the shadows. The second and third panels show the additional layering of subsequently lighter reds, always leaving the previous layers showing a little bit. Layering can be done with almost any colors, and our examples on the opposite page – with the Iron Golem Prefector from Games Workshop’s *Warcry* – use metallic paints.

For most tabletop-ready miniatures, you might paint two or three highlight layers, but if you want to have some really smooth tonal transitions you’ll need to thin your paints and add in quite a few more layers in between.





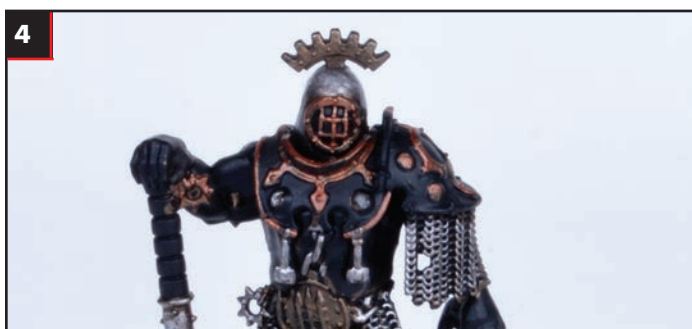
This Warcry Iron Golem Prefector was primed with GW's Chaos Black spray, and the metallic areas were basecoated with Vallejo Game Color Tinny Tin.



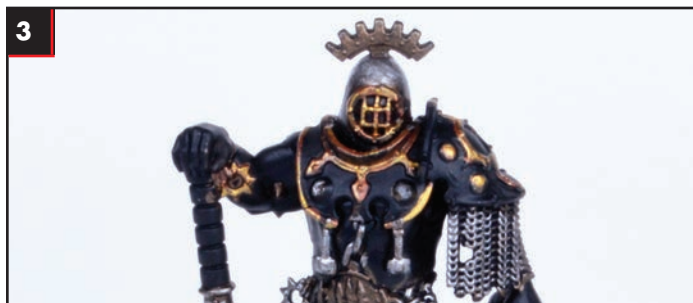
The first layering stage was to paint Army Painter Gun Metal over all the areas that will be silver, leaving some of the Tinny Tin showing in the shadows.



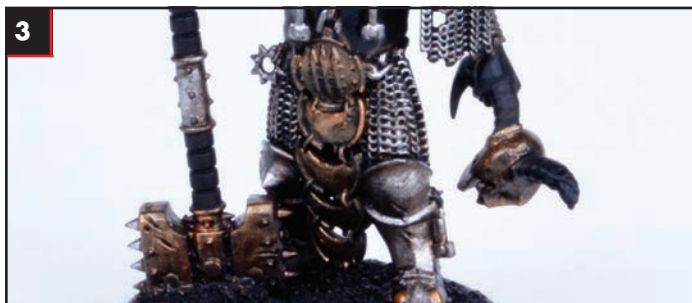
The silver areas then received the second layering stage – some Vallejo Model Color Air Aluminium, leaving some of the previous layers showing.



The gold areas were layered next with some Vallejo Game Color Hammered Copper.



The second layering stage for the gold areas was Vallejo Game Color Glorious Gold.



Finally, the brass areas were highlighted with Vallejo Game Colour Brassy Brass, leaving a little bit of Tinny Tin showing.

ADDING TO THE VARIETY

The Iron Golem set gives you the option to assemble this model as either a Preceptor (with big hammer) or a Signifier (standard bearer). I also decided to change the Preceptor's helmet a bit by shaving off the spikes and adding this crest from a Warhammer 40,000 model to really change the silhouette.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



STAR WARS: OUTER RIM (FFG SW06)

From Fantasy Flight Games, reviewed by Eric Steiger

 10 & Up	 1 - 4 Players
 120 - 180 Minutes	 PI

"I get to play as Doctor Aphra! I've already won!" These were the actual words my friend said when we sat down to play *Outer Rim*, and if you know who he's talking about, then you'll probably love it as much as he did. *Outer Rim* is less a game than it is a love letter to the *Star Wars* universe, and in particular, the criminals and scum that live along its fringes. Less tight and strategic than Fantasy Flight Games's other *Star Wars* boardgame offering, *Rebellion*, *Outer Rim* instead offers a chaotic romp through familiar settings and situations, dripping with *Star Wars* flavor.

You begin the game as one of several different lowlifes, such as Han Solo, Lando Calrissian, IG-88, or the aforementioned Doctor Aphra. Your character has a starting worthless ship of your choice, either a freighter or fighter, and a dream. A dream of being the first to reach 10 fame. Fame can be acquired in any number of ways – smuggling contraband, performing heists, buying exotic goods, or achieving goals. Each character has a certain goal on their ID card, the achievement of which gains them a fame and flips their card to a more powerful version. Lando, for example, needs to achieve two successful smuggling runs, whereas Boba Fett needs to complete bounties. Additionally, you can buy a ship upgrade, which also has a goal that can be achieved, earning you fame and flipping the ship card into a unique version (such as upgrading a YT-1300 freighter into the great Millennium Falcon).



Your turn begins with preparation, which can be used to either work a mundane job for quick cash, heal up your self and your ship, or move to a new planet along the outer rim. However, you aren't alone out there, and there are patrols from the Empire, Rebellion, Hutts, and Syndicate that might give you a hard time if you've got a bad reputation with them. On the other hand, taking out the increasingly strong patrols in combat is another route to fame. After your prep phase, you can perform actions, such as dropping off cargo or taking a card from one of the various merchant decks. Those cards include luxury goods (expensive but guaranteed fame-earners), upgrades, jobs, cargo, or ships for sale. At the end of your turn, you undergo an encounter – either one of the two contacts on your planet (with the chance they will join your crew), the planet's encounter deck (rife with risk and opportunity), or a patrol in your area.

Tasks and combat are resolved through rolls of Fantasy Flight's signature custom dice, whose 8 faces are either blank, hit, critical hit, or focus. Depending on your level of skill at a task, you will need either a crit, a hit, or any non-blank on 2 dice to succeed



at it. This is where the main decision points of *Outer Rim* come, because you will never have all the skills you want; the question is how willing you are to rush at a job and take your chances. You also need to recognize that you will flub rolls you should have gotten, and other players will succeed when they have no business doing so. If you are more concerned with actually winning the game than

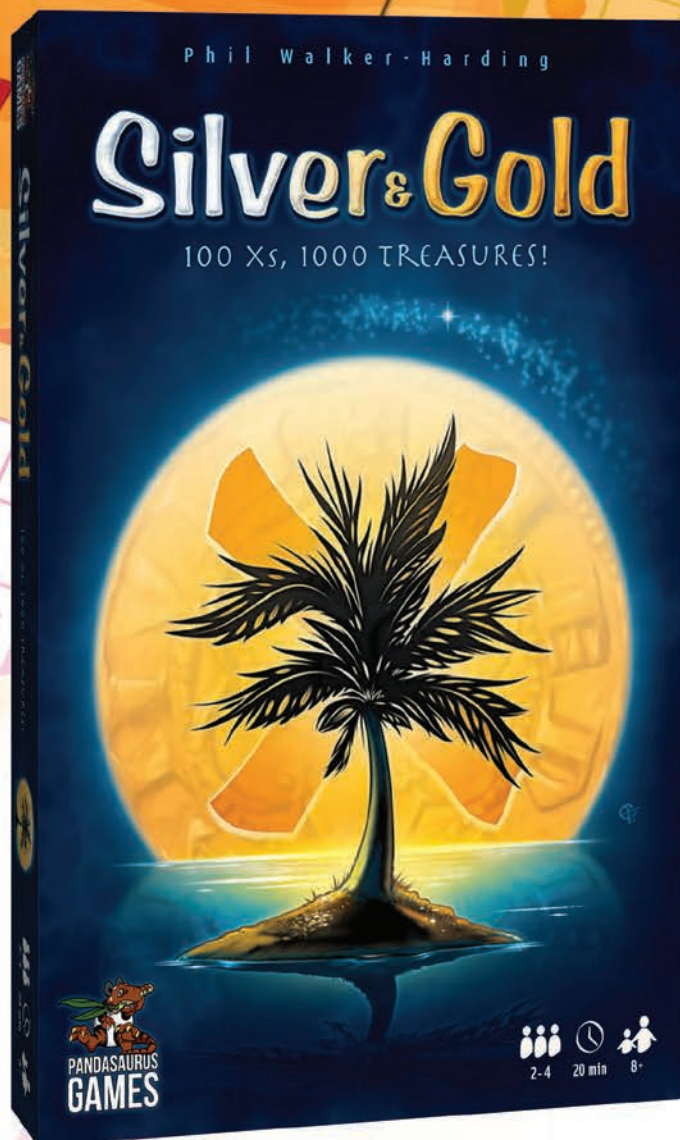
in tooling around the Outer Rim, getting into trouble, and seeing if you can get yourself out of it, then you might want to try a more strategic Euro-style game.

But, if you love the idea of watching Han Solo blunder his way through the Kessel Run and somehow miraculously escape The Maelstrom, then insult his way into an Imperial shakedown and barely get out alive (there is no permanent death in *Outer Rim*, and defeat is at worst a single-turn delay), then you're going to have a great 2-3 hours. The various game elements are clever in their execution, such as the contacts on a planet being color-coded so you have a rough idea of what kind of person they are, but you don't know for sure until you encounter and reveal them. The level of engagement in the expanded universe also brings a smile to my face – potential contacts include Grand Admiral Thrawn, Hera Syndulla, and 000. This is definitely a game for *Star Wars* geeks, by *Star Wars* geeks. It is not, however, a short one – your first game, even an abridged game only going to 8, will likely last you at least 1 hour per player. If you want to try to speed this up, I recommend playing a Solo game (no pun intended) using the solitaire rules, to familiarize yourself with the play before presenting to your group.

...

Eric is your friend, and friends wouldn't let you play bad games.





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DEADLY DOODLES (SJG 1389)

From Steve Jackson Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



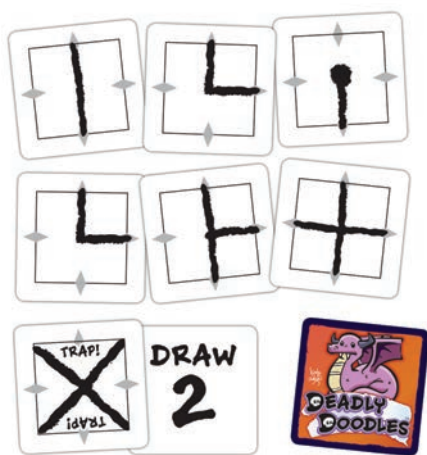
	8 & Up		1 - 4 Players
	20 - 30 Minutes		\$19.95

What a fun little game this is! When we think of Steve Jackson Games, of course, the first thing that comes to mind is *Munchkin* and all the different versions of it! Therefore, when we were asked to review this game, we were excited to try something new by them. This did not disappoint at all! Envision yourself in a dungeon, and you are ready to fight monsters, find loot, and possibly defeat a dragon! You can also set traps that will hurt your opponents. What is unique is that each player is playing their own game on their own player board, so the game can be played simultaneously.

SETUP

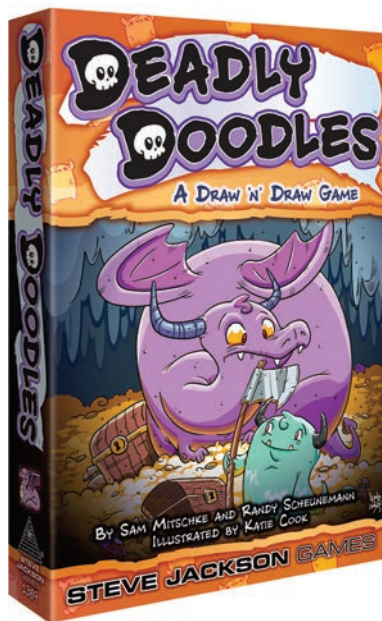
Each player receives a dungeon map whiteboard and a dry-erase marker. The dungeon is a 9x9 grid of rooms, with 6 entrances. In the dungeon, you will find weapons, monsters, loot, and a dragon! Your goal is to maneuver around the dungeon and collect as much loot as you can, kill monsters, and potentially defeat the dragon. You do that using path segment cards.

The deck of 36 path cards are shuffled and placed face down. The path cards will be paths you can take, trap cards you can set, or there are also "Draw 2" cards that can come up which allow the players to draw two more cards this round. Four cards are drawn and placed where everyone can see them. You are now ready to conquer the dungeon!



GAME PLAY

There are seven rounds in the game. In each round, all the players look at the cards that are laid out, and then use their dry erase markers to draw the path options they have on their dungeon map. On the very first turn, you must start the path from an entrance. Any other cards you use must connect to one of your existing paths, or start a new path from another entrance. Try to keep creating new pathways to a minimum, as you get extra points at the end for any open entrances you did not use. If, for any reason, you cannot make a path card work, you have to tally that card at the bottom. You will lose points at the end of the game for these, so always try to use all the cards. Once everyone has completed that round, a new set of four cards are drawn. Occasionally a "Draw 2" card is drawn, which



gets discarded — two new cards are then added so you now have 5 cards to draw from, instead of 4. When a trap card comes up, you can draw the trap in your dungeon, which at the end of the game may trap one of your opponents. Gameplay continues like this until the seventh round is done.

One of your objectives as you draw your path is to try and move through the loot spaces to collect loot. Another goal is to draw through weapons and monsters. The key here is the monsters are labeled "A - F," and so are the weapons. To kill monster "A," you must have gone through and found weapon "A." Last, try and go through

the tile with the dragon as that will gain you bonus points.

After the seventh round is played, you tally up your scores, and the person with the most points wins! Scores are tallied as follows:

- You receive 2 points for every loot space you went through; if you also went through the dragon space to slay the dragon, you DOUBLE this score!
- You receive a point for every weapon you found
- You receive 4 points for every monster you slayed (you would have had to gone through the monster space and have the matching letter for the weapon)
- If there are any monster spaces you crossed that you do not have a matching weapon for, you take 2 negative points
- For any entryways you did not link to a path, you get 1 bonus point
- You lose 2 points for any cards tallied during the game that you could not use
- Last, each player says where their traps are on their player board; if another player has moved to that space on their player board, they take a hit of -2 points

Total it up to see who won. Phil won in our first test game! We really enjoyed this, as it was easy enough to learn, fast to play, and a lot of fun trying to figure out the best pathways to draw. We also like the dry erase boards vs. having a pad play sheets or something like that. Just be sure to wipe it down after every game, and this game should last you for many years to come!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!

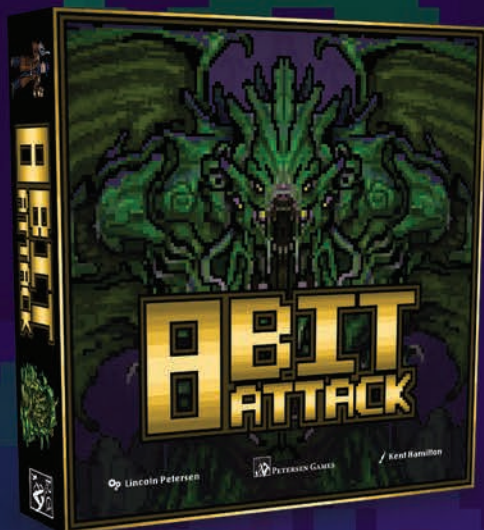


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AQUICORN COVE (RGS 02016)

From Renegade Games Studios, reviewed by John and Issac Kaufeld

 10 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$35.00

Cooperative play, the challenge of balancing conservation with development, plus possibly the cutest meeples ever seen on a game board — all of that adds up to *The Aquicorn Cove* Board Game experience from Renegade Game Studios.

The game brings to life the world of Katie O'Neill's 2018 book, *Aquicorn Cove*. Players assume the roles of four of the book's main characters: Lana, Mae, Florian, and Andrew. Working together, you must gather and grow food, repair and expand the village, and care for the reef, which is home to the magical Aquicorns.

Let's take a look at the top five things you need to know to keep your village prosperous, the reef healthy, and the Aquicorns happy.

FLOWING WITH THE SEASONS

Game play follows the four seasons. It begins in spring, with nice bonuses for planting crops (more about that in a moment). Summer gives you a smaller planting bonus, while fall is harvest time. We'll talk about winter later. (Ew, winter.)

The game proceeds through two years (eight seasons), and then closes with an epilogue. After finishing that final turn, you look up your reef and village scores on a pair of charts in the back of the rules to tell the story of how well you did in the game.

CHARACTER DECKS MIX OPTIONS

Each player has a three-card hand drawn from their unique character deck. Some cards let you do multiple things in one phase (like gather food and clean pollution), while others make you choose between options.

Each deck reflects that character's skills through a different mix of option icons. Players need to watch the icons closely, because some of them add pollution to the bay when players take that action. (More about pollution in a moment.)

PLAYING CARDS, TAKING ACTIONS

Seasons play out in seven phases that represent the activities of daily life. The seven phases are listed in order across the bottom of the game board, with spaces for player cards.

The season begins by drawing an event card, reading it, and placing the card in the space matching its phase number.

Players look at what's happening in their game, discuss the options available in their hands, and play one card each onto the corresponding phase spaces. Then they work through the phases step by step, taking actions based on the cards they played.

FEEDING THE VILLAGE

During each season except winter, players need to feed the village. Fishing and gathering provide food immediately, while planting sets up a bounty for the fall. Player cards govern both gathering and planting, giving specific amounts of food from each action.

Fishing is more random, and it drives a big part of the game. The Head Fisher (that turn's first player) draws tiles from the fishing bag. The bag contains multiple tiles for several types of fish, along with some empty nets, pollution, and, depending on reef health, a few magical Aquicorns.

The fisher draws one tile at a time. If it's pollution, it goes into the bay and immediately lowers the reef health by one. Aquicorn tiles give players a bonus card for that turn. Fish and empty net tiles go onto the fishing boat; fish tiles give food, while empty nets just take up space.

The fisher can draw tiles until the boat is full or the players agree that they have enough food. But if you draw too many tiles, you might overfish



a species, which takes fish tiles out of the game and reduces your score during the epilogue.

HELPING THE REEF AND THE VILLAGE

There's a beautiful strategic tension between the health of the reef and the growth of the village.

Pollution affects the reef's health. Too much pollution prevents the reef from healing and also keeps the Aquicorns away, which means fewer helpful Aquicorn tiles in the fishing bag.

When the storms of winter arrive, they can damage buildings in the village, possibly causing more pollution in the process. But the health of the reef directly affects the power of the winter storms. A healthy reef means wimpy winds, but a polluted reef brings dangerous arctic gales.

Players can spend actions each turn to clean up pollution or repair damaged buildings, which prevents more pollution during the storms. They can also add new buildings to the village which provide bonuses that make each turn a little easier.

VERDICT

There's a lot to love about *The Aquicorn Cove* Board Game. The game beautifully weaves its story into tensions that keep players engaged.

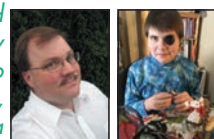
Like most cooperative games, the biggest challenge is balancing competing demands against limited time and resources, while also communicating and working as a team.

The key tension is between the prosperity of the village versus the health of the reef. You need to spend actions growing the village, but you also need to keep the reef clean so the winter storms don't damage everything.

The *Aquicorn Cove* Board Game offers plenty of possibilities that keep replays fun, while seasoning things with just enough randomness to make each turn surprising. Thanks to the engaging art and delightful theme, it's especially recommend for families, but any group of gamers will have a great time playing.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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THE COLOR MONSTER (DVR DEVTM)

From Devir Americas, reviewed by Brian Herman

 4 & Up	 2 - 5 Players
 25 Minutes	 \$34.99

Emotions can be tricky things, especially for children. Any parent can tell you that a child often has a hard time identifying the emotions they are feeling, especially negative ones. Therefore, as a parent I was drawn to *The Color Monster* — a board game designed for parents and educators to be able to play with children and help them talk through the complex emotions they are processing. What I found was an enchantingly adorable game that's not only insightful, but fun as well.

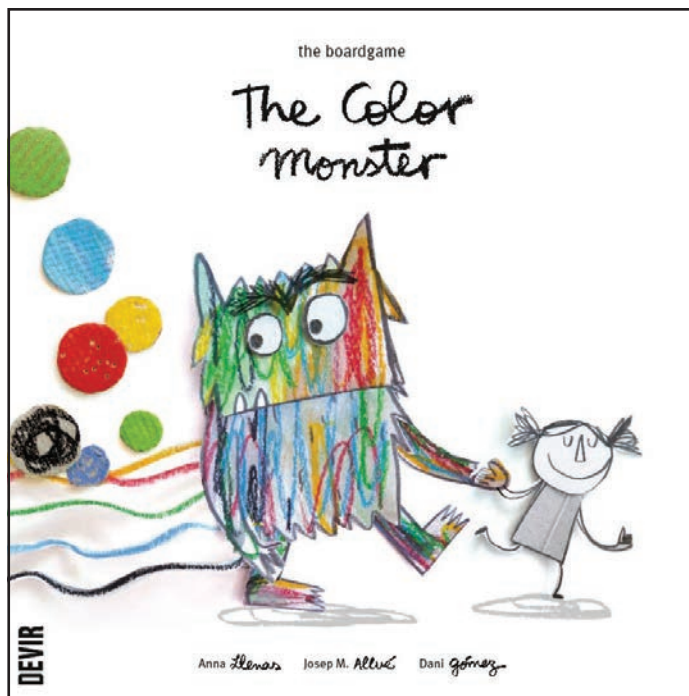
Game setup is simple enough; the board unfolds to reveal a starting area and 5 colored spaces that hold matching color tokens, as well as 2 "shelves" that sit next to the board, each with 4 jars ready to hold colored tokens picked up during play. Half the jars are revealed showing either a jumble of colors or a single color matching the board items, and the other half are turned around so that the colors are unable to be seen. Each color represents a different emotion:

Yellow = Happiness
Blue = Sadness
Red = Anger
Black = Fear
Green = Calm

The game pieces themselves are wooden representations of the "Monster" and the "Girl" who will navigate the board with the use of a wooden die.

Gameplay itself is simple. Each player on their turn rolls the die and moves either the "Girl" or the "Monster" depending on what comes up. When the "Monster" lands on a color, the player in question speaks aloud to the table a time he or she felt that way. If there is a colored marker in that space, that player can try to bottle that emotion, picking either a visible jar or a hidden one trying to match the color of that chip. If a jar with multiple colors is revealed this way the "Monster" is confused, and the colored marker is placed back on the board. If the matching color jar is revealed, then the marker can be placed in the jar and the "Monster" has identified that emotion and can rest easy. If at any time 3 mixed color jars are revealed on the shelves, the "Monster" can't manage his emotions and the game resets giving all players a chance to try again. If the "Girl" moves she always moves to the square of the "Monster" to help him manage his jumbled emotions and turn the multicolored jars back around on the shelves.

While the average game can take only 20-30 minutes to play, each game plays out differently due to the random starting jars (both revealed and not) and the chance to "reset" the game at any moment. The real beauty in the game, however, is watching children explain a time they felt an emotion, explaining what it was that



led up to that feeling as well as why they felt that way. The smile after a child has identified a "fear" moment and realizes that it is only a memory and they don't feel that way anymore is the most rewarding part of gameplay. A fundamental part of anyone's (not just a child's) education and growth is the ability to identify and deal with our emotions. Children have a tougher time with this than a well-regulated adult and being able to provide an environment where this skill is utilized and practiced for the sake of a game is absolutely genius.

Another positive aspect is after a child is familiar with the colors/emotions of the game, the speech can be used as code to discuss emotions felt during the day to create a safe space. Children have a tough time creating space to talk about themselves as it is, so having a "code" you both understand creates a blanket in this regard. Asking a child if their day was blue or yellow feels easier to answer than asking if the day was happy or sad.

I'm a big fan of any game that promotes healthy understanding of our own emotions, and *The Color Monster* delivers across the board in a positive and educational way. Making this sort of soul-searching "fun" is no easy task, but the bright colors, exceptional production values as well as simple but engaging gameplay make this look easy.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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CYBERPUNK RED JUMPSTART KIT (RTG CR3000)

From R. Talsorian Games, reviewed by Thomas Riccardi

 12 & Up	 2 - 5 Players
 30 - 90 Minutes	 \$29.99

In the year 2020 the world had become a very dangerous place as mega corporations battled against one another for superiority. Cyberware had become commonplace as people used these upgrades to give them better sight as well as superior weaponry. The streets were a battleground, whether it was the gangs who say they rule them or the corporations who have a stake in the area. Now the year is 2045 and the world is a much different place as the 4th corporate war has come to an end for now. Everyone is out for themselves and it is up to you to make it in this harsh new world. Welcome to the world of Cyberpunk with this new introductory kit *Cyberpunk Red Jumpstart Kit*.

First things first, the purpose of this boxed set is to give people an introduction to the world of Cyberpunk Red. It's called the Time of Red because particles from a nuclear device that was detonated over Night City turned the skies at dawn and dusk a deep shade of crimson. This isn't the complete core rulebook as that is coming out sometime later, but this is a primer for the new world. The boxed set includes two books, one is the core rules and the other is the setting of the new world. Also included are six Cyberpunk-themed dice (2 d10s and 4 d6s) as well as maps and standees that will allow you to visualize the new world you will explore. The maps and standees are a great touch as they will allow you to not only go on various adventures, but they can show if your character has a line of sight, is in cover, etc. There are also six pregenerated characters included in the boxed set so you can get started playing right away. The pregenerated characters range from a master of weapons solo to a strummed out rockerboy. There are rules for creating your own characters, however, there are two classes that are just touched on in this volume and will be covered more in depth in the core rulebook (lawmen and execs).

The rule book goes into everything that you need to learn about playing this new game. One of the things that I love about the game is the lifepath system because this fleshes out your characters beyond a series of dice rolls and gives another layer of detail that you can actually use in the game. If you want to create a character from scratch there is a way to do that by simply using the enclosed methods in order to find out your score in each of the main attributes. You will use these scores to do everything from picking a lock to scoring hits in combat. Don't worry if you get confused as there is a list of skills, what they do and what attribute it corresponds to. There is also a section on netrunning as well as a primer on combat called Thursday Night Throwdown (instead of Friday Night Firefight from the 2020 version).

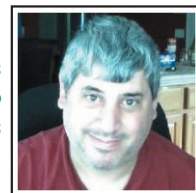
The world book and goes into more detail about what is going on in the world of Cyberpunk Red. The first part of the book goes into a timeline of events and how everything led up to the world of Red. The rest of the book covers everything about Night City from how to get around, what you eat and how to stay in touch with one another. There is also a starter adventure to run with a group to get them



used to this new setting. Another element included with this version which I found to be the most interesting are the "Screamsheets". On the front of these sheets are that give some detail on the subject at hand and on the back is an adventure based on those stories. There are three of these screamsheets included with this boxed set so you have four pre-made adventures that will keep your group going for a few sessions. Also, there's a section on running Cyberpunk Red, from how the party is created to suggestions on how to create adventures for your group.

Cyberpunk Red Jumpstart Kit is a great way to get your players ready and amped up for all the action that will take place in the new Night City and beyond. With easy to learn rules, a great setting and a few adventures to keep your players busy you will want to check this out and be ready when the new core rulebook is released. For more information on this and other great games, head over to <https://rtalsoriangames.com> and get ready to live in the time of the red

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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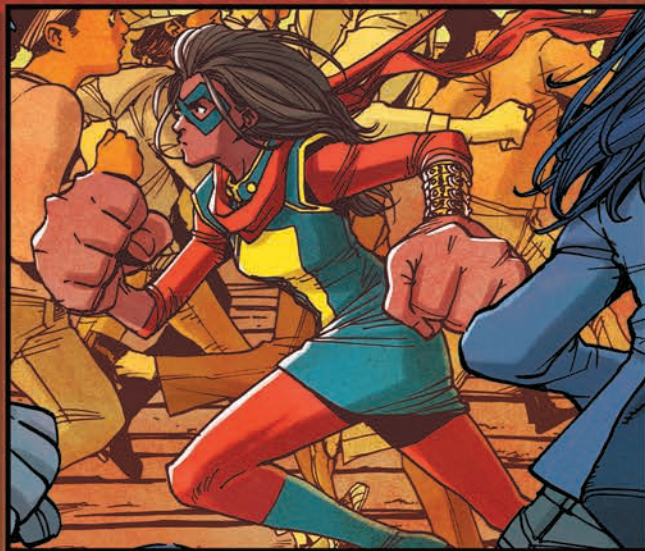
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